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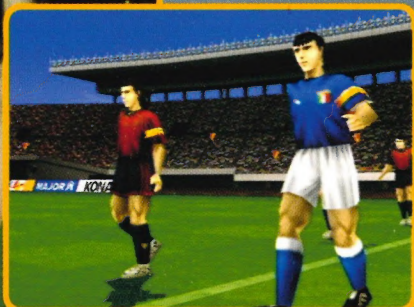
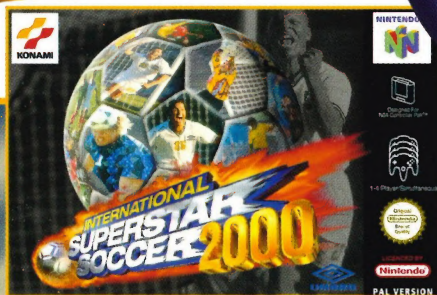


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Meet the Team!

EDITORIAL



Kick ass! Well it's been quite a month, what with Spaceworld, ECTS and a whole mess of games turning up for review in the office, including the

first review code for THQ's latest wrestle-fest, *WWF No Mercy* which we bagged the exclusive rights to!

Obviously the most significant event this month though has to be meeting the 'Gaming God' Shigeru Miyamoto, the man who brought us – amongst many other things – *The Legend Of Zelda*! We were totally overawed when we actually met the guy, but he turned out to be so friendly that we just couldn't help but feel comfortable chatting with him! Anyway, needless to say we quizzed Mr Miyamoto at length over his likes, his dislikes and his hopes for Nintendo's next-gen machines, and you can read all about it on page 18!

With such a prestigious title as *WWF No Mercy* in the office, it was inevitable that the place would be gripped by wrestling fever, and thus we've spent the past month running around the office in our pants leaping off desks and hitting the work experience kids with metal chairs (joke! We'd never do that... wooden chairs are as far as we'd ever go). To celebrate our exclusive review, we wrestled THQ into a headlock and held them there until they – rather generously – offered us a top competition if we'd let them go. Thus we have a £1,000 Sony Widescreen TV to give to one lucky 64 MAGAZINE reader, plus some WWF goody bags for the runners up. And while we're on the subject of competitions, inspired by the success of our wrestling techniques we tried them out on several other companies too, and thus we've ended up with a £1,000 digital videocamera from Infogrames to support the launch of *Duck Dodgers*, a special freeplay night for five people at Sega Park, DVDs, videos and even more besides – all up for grabs within this issue!

Hang on... there's something we're forgetting... oh yes. You might be interested to know that we've seen the future for Nintendo – and it's called Gamecube. Yes, that's right, the successor to the N64 has finally been revealed, and it's something else! Check out the Showcase for all the latest info – just try not to drool over it too much!

Roy Kimber, Editor

This issue we have mostly been... Professional Wrestlers!

05



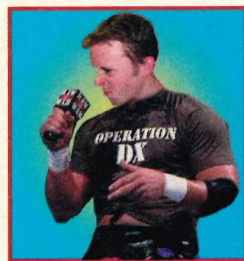
Roy

Roy spend a long time working out to achieve a wrestler-like body this issue and the results were... disappointing to say the least. Luckily Nicky came to the rescue with a bit of visual trickery and a picture of The Rock. Be honest – you thought that was really Roy, didn't you? Amazing what you can do with graphics packages these days!



Nicky

Nicky used the wrestling madness this month as an excuse to sort out anyone who looked like they might be getting their copy in late. Ever seen a six-foot-four, two hundred and forty pound writer hurled ten feet across a room by an angry five-foot-five female? It's scary to watch, we can tell you! Everyone's text came in dead on time after that though...



Paul

New kid on the block Paul got stuck into his first full issue this month, and also celebrated his twenty-second birthday (aah!) He spent much of the week after his big day sitting on a bench in the corner of the office muttering that 'when he was a lad' £5 would 'get you a Mars bar, a can of Coke and still leave enough change to buy a small English county'. Weird!

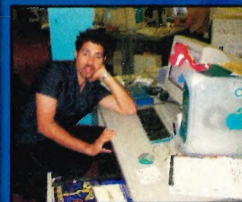


Nick

Rather spookily, Managing Editor Nick's wrestler body looked an awful lot like his real one (if a little more toned). Nick spent the month very busy with lots of 'new launches' (we're assuming he meant magazines, as opposed to shuttles) so he pretty much left us to our own devices. Must be a really easy job, being a Managing Editor!

Let Us Not Forget...

Okay, this is another new regular section (at least until we get bored of it or run out of things to write about). You may have noticed that in addition to the regular 64 MAGAZINE team we also have a number of other people doing reviews, guides and so on for us. Now you may have wondered who these people are, and so each month we'll be bringing you a little info on one of them. This month: Chandra Nair. Chandra is the solutions expert in the office, producing guides across all formats in between producing news for us and popping down the arcade to 'lend a hand with photography'. Here he is in his natural habitat...



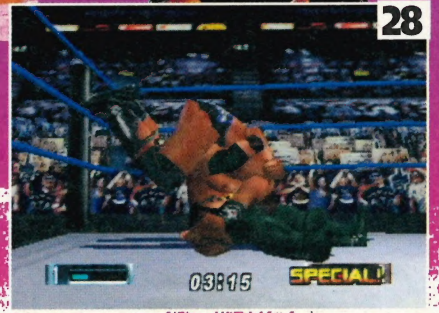
Turn to page 90 to subscribe!



Laying The Smack Down!

WWF NO MERCY

The game that wrestling fans the world over have been waiting for is finally here... and we've got the first, exclusive review!



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F1 Racing Championship

Ubi Soft's F1 racing game has been beset by delays, but it was worth the wait!



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You can contact 64 MAGAZINE at: 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS or email us: 64mag@paragon.co.uk or via our Web site at www.totalgames.net.



DUCK DODGERS IN THE 24TH AND A HALF CENTURY

2 ATOMS HERE

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Crazy cartoon capers with Daffy Duck!

POKÉMON SNAP



Yes... the Pokémon are quite literally lining up to have their photos taken...

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Use our coloured section headings to find the pages you want. Fast!

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MARIO TENNIS



We reviewed the Japanese version last issue, and before you know it the UK version arrives! And it's still ace!

WIN A £1,000 32" WIDESCREEN SONY TV!



16 The chance to win the ultimate viewing hardware courtesy of THQ.

WIN A £1,000 PANASONIC DIGITAL VIDEO CAMERA!



24 Make your own movies thanks to those nice chaps at Infogrames!

64 SIGHT ECTS SPECIAL



The biggest European gaming event of this year – were we ever gonna miss it?

NEWS
PERIPHERALS
RUMOURS
HOT ITEMS OF
INTEREST

THE

SHOWCASE



[Left] Finally
Nintendo's next-
generation offering
is revealed!
Impressed yet?

Gamecube Unveiled!

[Below] If you ever lose your Gamecube controller you can just use your Game Boy Advance as a replacement!



On Thursday 24 August, Nintendo showed the world that it meant business. The name for the next generation Nintendo console – previously referred to as 'Project Dolphin' – was finally revealed as 'Gamecube.' The machine is set to launch in July 2001 in Japan with the US release expected to follow in October. A UK release date hasn't been set yet, but fingers everywhere are crossed for Christmas.

An awesome Gamecube video was shown on a huge screen that made all the attendees wish that they had bought a spare pair of pants! As you can see from the screenshots, Gamecube is breathtaking, and yes, you're not seeing things, that IS Samus from SNES classic, *Super Metroid*! The video also contained demo footage featuring *Zelda*, *Wave Race*, *Luigi's Mansion*, *Rogue Squadron* and *Meowth's Party* all of which looked incredible. Just look at the detail on Link – you can even see the emblem on the sword!

Advanced Connections

GameBoy Advance was also revealed at Spaceworld – we haven't got room to tell you about it in this issue, but what we can show you is the way in which the advanced handheld connects to the

Gamecube. It can be used as a controller with its very own screen!

Tiny DVDs!

Nintendo is using Panasonic's brand new 8cm DVD discs to put its games on. The Big N seems to think that this is the way forwards and that it will also help with the fight against piracy. The screenshot shows just how small it is. Apparently it has a faster access time too!

Specifications

We won't bore you with all the tech-specs, after-all, they don't mean much really. Here are the important snippets of information that you really need to know...

Clock Frequency 405mhz
Image Processing Fog, Subpixel Anti-Aliasing, HW Light x 8, Alpha Blending, Virtual Texture Design, Multi-Texture Mapping, Bump and Environment Mapping, MIPMAP, Bilinear Filtering, Real-Time Texture Decompression
Total Memory 40MB
Actual Display 6-12 Million
Polygons Per Second (assuming actual game conditions)
Modem 56K modem with possible Broadband Upgrade
Dimensions 150mm (w) x 110mm (h) x 161mm (d)





PS2? Shmi-S2!

Say Goodbye Sony!

Nintendo really has learnt from its mistakes and this time, they will not lose to Sony or anyone else. Their

attitude towards developers is now second to none and the development costs on Gamecube are a tenth of

those on the N64! Tons of developers have jumped on board and some have spoken out about how impressed they are!

It's-a-me, and me, and me...

Shigeru Miyamoto left Mario to his very own game-demo. King Shigsy picked up the pad and introduced Mario to a curved monopoly board. The character looked very similar to the N64 Mario, so no one was impressed. Then, over the course of a minute or so, more Marios were introduced onto the board until 128 of them, all acting independently, were on the screen! Now that's just showing off!



1-0 To Nintendo



At this year's ECTS in London (coverage of which starts on page 18), Konami executives revealed that a version of the smash hit football series *International Superstar Soccer* would definitely be coming to Gamecube. Going on Konami's track record, the game could well be a launch title! They were also heard to say that they hope that the Gamecube makes it as the dominant machine – then their bosses would let them make more games for it! Konami has always heavily backed all Nintendo platforms, so expect versions of *Dance-Dance*, *Mystical Ninja* and *Track and Field* to pop up as well.



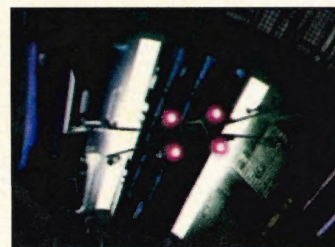
Countdown To Zero

A couple of days after *Spaceworld* had blown over, Capcom held a press conference to announce what it would be showing at this year's Tokyo Toy Show in Japan. Amongst the games announced was *Resident Evil Zero* for the Gamecube! Due to come out for the N64, but, as we reported last issue, rumours had been flying about that the prequel to the PlayStation hit had switched platforms. Capcom has said that all their major licenses will be ported over in some form. That means *Street Fighter*, *PowerStone*, *MegaMan* and loads more!



Factor 5 Strikes Back!

Developers Factor 5, who made *Rogue Squadron* and are developing Nintendo's next-generation sound tools, put a little something together in the form of a *Rogue Squadron 2* demo. The X-Wings really looked like the real thing! As you would expect, the sound effects were spot on and are a good indication of what's to come. Factor 5 are also known to be developing a shoot-'em-up called *Thornado*. Looks like they're going to be very, very busy people indeed!



GAMEWATCH

When you want to find out what games you're going to be able to play on your N64 in the future, this is the only place worth looking! This comprehensive list shows you all of the upcoming N64 games that we know about, along with their expected release dates (where known). The Gamewatch section is also updated every month, so you can be sure of

getting the most up-to-date information when you check in here!

To make it easier for you to find out that all-important date for whatever Nintendo blockbuster you happen to be waiting for, all of the UK N64 releases are highlighted in bold. This should stop you getting too excited when you spot some fabulous, awe-inspiring title which looks like it's about to be released next month, only

to find that you're actually looking at the Japanese release!

• Release dates are subject to change without notice, unfortunately. That's software companies for you: always a-choppin' an' a-changin'. So don't blame us if your favourite game turns up six months late! (And let's face it, sometimes it can actually be even longer than that... *Perfect Dark* anyone?)

Known Release Dates

Oct-Nov 2001

Cruis'n Exotica	UK	October	Airport Inc	UK	2001	NBA Live 2001	US	2001
Duck Dodgers	UK	October	All Star Baseball 2001	US	2001	NFL Blitz 2001	US	2001
F1 Racing Championship	UK	October	Alone In The Dark 4	UK	2001	Ogre Battle 64: Lordly Caliber	US	2001
ISS Millennium	UK	October	Animaniacs Ten Pin Alley	US	2001	Polaris Snocross	US	2001
Mario Party 2	UK	13 October	Army Men: Air Combat	UK	2001	Power Rangers Lightspeed Rescue	US	2001
Mario Tennis	UK	3 November	Army Men: Sarge's Heroes 2	US	2001	Puma Street Soccer	UK	2001
Mickey's Speedway USA	UK	24 November	Batman Beyond	UK	2001	Quest 2	US	2001
Rush 2049	UK	November	Bomberman 2	Jap	2001	Rally Masters	UK	2001
Zelda: Majora's Mask	UK	17 November	Caesars Palace	US	2001	Rev Limit	UK	2001
			Catroots	US	2001	Robocop	US	2001
			Centzo's Carnival Adventure	US	2001	Rollerball	US	2001
			Derby Stallion 64	Jap	2001	Ronaldo Soccer	UK	2001
			DethKarz	UK	2001	Roswell Conspiracies	US	2001
			Earthbound	UK	2001	Rugrats In Paris	US	2001
			Extreme Sports 64	UK	2001	Scooby Doo: Classic Creep Capers	UK	2001
			FIA Formula 1	UK	2001	Shadow Man 2	UK	2001
			Fighters Destiny 2	UK	2001	Sim City 2001	UK	2001
			Fire Emblem 64	Jap	2001	Snowboard Kids 2	UK	2001
			Ghouls & Ghosts	Jap	2001	Space Invaders	UK	2001
			Greatest Arcade Hits	US	2001	Speed	US	2001
			Harvest Moon	UK	2001	Spider Man	UK	2001
			Hey You! Pikachu!	US	2001	Spooky	US	2001
			Indiana Jones: Infernal Machine	UK	2001	Spy Hunter	US	2001
			Indy League Racing 2001	US	2001	Star Wars: Battle For Naboo	UK	2001
			Jeff Gordon XS Racing	US	2001	Sydney Olympics 2001	US	2001
			Jest	UK	2001	Tetris Attack	UK	2001
			Jungle Emperor Leo	Jap	2001	Thornado	US	2001
			Kobe Bryant NBA Courtside 2	UK	2001	Tom and Jerry	US	2001
			Madden 2001	US	2001	Top Gun	US	2001
			Magic Flute	Jap	2001	Velocity	US	2001
			Mega Man 64	Jap	2001	Wild Waters	UK	2001
			Metal Gear	Jap	2001	The World Is Not Enough	UK	2001
			Mia Hamm Soccer	US	2001	WWF No Mercy	US	2001
			Mini Racers	UK	2001	WWF Smackdown	UK	2001
			Mother 3	Jap	2001	X-Men: Mutant Academy	US	2001
			Namco Museum 64	UK	2001			

November Onwards

Aidyn Chronicles: The First Mage	UK	2001						
Arcade Greatest Hits	UK	December						
Banjo-Toolie	UK	2001						
Conker's Bad Fur Day	UK	2001						
Dinosaur Planet	UK	2001						
Donald Duck	UK	December						
Eternal Darkness	UK	2001						
Excitebike 64	UK	Jan 2001						
Kirby 64: The Crystal Shards	UK	2001						
Paper Mario	UK	December						
Pokémon Puzzle League	UK	December						
Ready 2 Rumble Round 2	UK	December						
Rika	UK	December						
Starcraft 64	UK	February						
Super Mario RPG	UK	2001						

To Be Confirmed

1080 Snowboarding 2	Jap	2001						
3Sixty	US	2001						
4x4 Mud Monsters	US	2001						



RESIDENT EVIL ZERO



STARSCRAFT 64



ZELDA: MAJORA'S MASK



CONKER'S BAD FUR DAY



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Scooby Doo Videos and Game Boy Color Games!



Yes, we've gone Scooby Doo mad this issue... well, a little mad anyway. As you may or may not know, Scooby Doo – that well-known mystery-solving cartoon dog, is making a big comeback with new feature-length adventures, a range of videogames and even a Hollywood movie in the not-too distant future!

October sees the release of *Scooby Doo and the Alien Invaders* from Warner Home Video which is swiftly followed by *Scooby Doo: Classic Creep Capers* on the Game Boy Color from THQ in November and we've teamed up with Warner and THQ to give you lot the chance to win one of six of the videos and three of games. All you need to do is answer the incredibly simple question below and send the answer in on a postcard to reach us no later than

2 November 2001.

The first three correct answers out of the hat win a copy of the game and the video, while three runners-up get a copy of the video!

Question: What was the name of Scooby-Doo's little nephew who was always on about 'Puppy Power'?

- A:** SCOOPY-DOLBY
B: SCOOPY-SCOUSER
C: SCRAPPY-DOO



Stick your answer on a postcard and send it to: 'Scooby Doo, Where Are You? Compo', 64 Magazine, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS.



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This Month	Last Month	Game	Publisher	64 Mag Score
1	-	Pokemon Snap	Nintendo	88%
2	1	Perfect Dark	Nintendo	98%
3	-	Rugrats Treasure Hunt	THQ	44%
4	2	Pokemon Stadium	Nintendo	88%
5	-	Earthworm Jim 3D	Virgin	87%
6	5	Turok: Rage Wars	Acclaim	90%
7	-	Michael Owen's WLS 2001	THQ	90%
8	4	Rayman 2: The Great Escape	Ubi Soft	94%
9	3	Legend Of Zelda: Ocarina Of Time	Nintendo	96%
10	-	Destruction Derby	THQ	74%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to **Chart Compo 44, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!**

DVD

review

JURASSIC PARK

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When I'm

Sort It Out!

Dear 64 MAGAZINE,

I have been buying your magazine since issue three and I've never missed an issue. Your honest, in-depth reviews which are full of wit beat the masses of pictures, inane comments and pathetic attempts to get exclusives by reviewing unfinished or Japanese titles thrust in our faces by the rest of the N64 magazines out there.

I was sad to lose Andy but Roy is doing a great job of keeping up the 64 MAGAZINE tradition. Plus he looks really cool, really! The issue I want to bring up is why do developers bring out endless crap titles when with a bit of thought they could bring out quality releases? It can't benefit a company to bring out a poor game because sales can't possibly cover development.

Unfortunately there's got to be a lot of mugs out there because 'trash' on a cartridge keeps ending up on the shelves of shops around the world. How anyone can actually dare bring out these games is beyond me! Surely when the game starts out as ideas on a drawing board,

someone says "hang on a minute boys and girls, this game is utter pap" or even later, after some play-testing someone must speak out and say, "this game is rubbish, we must can the idea and bring out a more worthy title". So why do crap games constantly get released? Nintendo should tell developers to get their acts together or not bother releasing games at all because they really are devaluing the name Nintendo. Games



Got something you want to get off your chest? Then write to us and let other gamers know what you think!

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals courtesy of Fire International.



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Prize Winner

Ah Have Seen Thah Light!

Dear 64 MAGAZINE,

I'd like to start by admitting that until June this year I was a PSX nut and totally anti-N64 (without ever having played on it!) To cut a long story short I traded some PSX games in and only had enough cash for two new PSX games, but then I saw an ad for an unboxed N64 in the shop. I still had enough for a couple of N64 second-hand games so I bought that instead. Before I had even got home I had swapped a friend's ten-year-old daughter my *Mario 64* for her *Goldeneye*. Yes, I know: *Goldeneye*!

I got home, plugged the N64 in, put on *Goldeneye* and what more can I say than... I'm ADDICTED! It's worth having an N64 just to experience *Goldeneye*. Within minutes I was James Bond 007. Unbelievable. The graphics, sound and gameplay of the N64 titles totally wipe the board with virtually all of the PSX games I've played. The N64 is sheer class compared to the 32-bit rubbish of the PlayStation.

On that day my PSX was handed over to my ten-year-old daughter's bedroom where it has stayed untouched by me ever since. Now I can boast of

some great games I've managed to get hold of. You can pick up some neat second-hand bargains in town, here are some of mine: *Lylat Wars* and *Jolt pak*, £10. *Star Wars Pod Racer*, £12. *Jet Force Gemini*, £14. *Zelda*, £10. Even my soon-to-be wife has bought me a couple of N64 games instead of my usual rip-off, free CD PSX mag. She has bought me *Doom 64* (£4.99 s/h) – a bargain I'd say and *F-Zero X* (£5.99) another bargain. It's so fast and so playable with it. So N64 gaming isn't expensive. I'm now looking forward to hunting out some cheap oldies that I've missed out on.

Aaron Crowl, Newcastle Upon Tyne

Blimey Aaron, we've heard of late adopters, but this is ridiculous! What can we say but: welcome to the family! It's nice to see that gamers are still coming across to the N64 at this fairly late stage in the Nintendo's life although we're not sure that you can justifiably say that N64 gaming isn't expensive – someone's still got to buy those games first-hand for you to be able to get them at a later date second-hand! As for it being worth having an N64 just to experience *Goldeneye* – that's pretty much exactly what we said when it first came out!





should be sent to the top men at Nintendo and play-tested, and if they don't cut it they should be banned from release, simple as that. I think your magazine should set up a campaign to get the man responsible for *Carmageddon 64* put up for public execution!

The future for the N64 does not look good with *Resident Evil Zero* possibly being moved to the Dolphin and there are very few exciting releases left aside from *Banjo-Tooie*, *Turok 3*, *Shadowman 2*, *The World Is Not Enough* and the interesting looking *Riqa*.

In the beginning crap games were to be expected but to find truly appalling games being released this late in the N64's reign... well, lynching comes to mind for those responsible. Thank God for Rare or the N64 would be nothing! Games like *Resident Evil 2*, *Shadowman*, *ISS '98*, *Duke Nukem Zero Hour* and *Zelda* are all great but are always followed by sub-standard material. Listen up Developers, give us more *Goldeneyes*, *Banjo-Kazooies*, *Perfect Darks* (a game which gets better and better the more you play it, even though the voice acting is appalling) Even give us *Blast Corps*, *Glovers* or *Rocket: Robot On Wheels* – truly innovative games. Is that too much to ask? Obviously it's probably too late for the N64 now but please get it sorted for the Dolphin.

Anyway, your magazine is tops, I hope you guys get back together for a Dolphin magazine, I just hope the developers give you something more worthwhile to review. Keep up the good work.

PS: I always read the *Dead Pool*, it's great!
Ben Swingler, email

Phew! How do you respond to that? To be fair, we should probably point out that all N64 games have to go through a 'quality approval' process by Nintendo, which means that someone at the Big N is equally responsible for games like *Carmageddon 64* and *Superman*. Plus it's probably not far from the truth to say that no games company actually sets out to make a rubbish game – after all, it damages their reputation and ultimately doesn't do them much good in the long run – something just goes wrong more often than they would like and usually it's when they've pumped so much money in that they can't afford the investment to put things to rights but they simply can't afford to scrap the game. Still, live and learn!

The Force Is Strong With This One...

Dear 64 MAGAZINE,

Have you noticed that nearly all your letters start with 'Dear 64 MAGAZINE?' Including mine too. Anyway... I've lived 'Down Under' for about ten years then my family decided to stay in Bali for a while. While I was in Australia, I was treated to a plethora of modern videogame systems. One of them was the Nintendo 64. I quickly established myself as the



expert of all the *Star Wars* games. You can say what you want, maybe you think that you're the best at *GoldenEye*? OK, maybe you are. But when it comes to *Star Wars*, sorry, no-one picks up better than I do.

Now, after I've been playing *World Driver Championship* for a while, I've noticed that there are extreme flaws in the system. Realistic car physics? Pah! I've noticed that the computer cars are invincible supermen. For instance... whenever there's a crash between you and any of the computer cars, you will always come out worst! And when you ram into the computer cars they act like nothing happened, in fact, you actually bounce off them! I think I like the *Formula 1* games better... any funny business in them and you get the ten second Stop-Go Penalty!

Keep up the good work! Don't let dirty mail get you down. Bali is my home now. Please drop by, Jack lives here.

Adit Dwibowo, Bali

Sorry, you kind of lost us a little at the end there Adit – Jack who? So you think you're good at *Star Wars* games do you? You're established as an expert are you? Then how come we've never heard of you? Eh? We'd have to agree with you about *World Driver Championship* though, it was

LETTERS

64
MAGAZINE

Music... Maestro!

Dear 64 MAGAZINE,
Because I'm such a nice guy I have composed a song to the gaming god, Shigsy Miyamoto. And here it is:

Verse

A long, long time ago,
I can still remember,
How Mario would,
Make me smile,
And if Shigsy,
Had his chance,
I knew he could make,
That Mario dance,
And make the nation play his game,
For a while.
But Sega make Shigsy shiver,
With every crap game they deliver,
Financial dilemmas,
On the doorstep,
He couldn't take one more step!
I can't remember if I cried,
When I read about his losing side,
But something touched me deep inside,
The day, the Nintendo died...

Chorus

My, my that Shigeru guy,
Let the NES, Super NES,
And N64 survive,
And the good old boys,
Are still supporting that guy,
Singing "Nintendo will never, never die."
"Nintendo will never die."

What do you think, catchy? Neat mag, stick with it.

Greg Thomas, Mid Glamorgan

Hmm... not sure Greg, we're fairly sure that Don Mclean might well have something to say about copyright issues! And you probably need to come up with a few more verses if you ever want to really make it in the pop world with your new song. Still, it's better than the version Madonna did!

Playing With My Banjo!

Dear 64 MAGAZINE,

I have recently purchased the N64 game *Banjo-Kazooie*. I think it is great and would like to buy a tips book for *Banjo-Kazooie*. I have been to lots of game shops but nobody has one. Can you help find a supplier please. I look forward to hearing from you.

Daniel Cross,
Telford.

You're in luck Daniel because it just so happens that those N64-mad people who bring you the top Nintendo gamer's publication 64 MAGAZINE (ie: us) have also produced a *Banjo-Kazooie* guide! Phone 01202 200200 for details on how to get hold of one.



We Luv You!

Dear 64 MAGAZINE,

I have nearly had my Nintendo 64 for four years now, and I have been reading your magazine from issue 17 (the *Banjo-Kazooie* mega deal really worked) and I think your magazine is the most honest. For example, when you gave *Mission: Impossible* 48%, N64 Pro gave it 92% and Nintendo Official Magazine gave it 81%, I decided to go with the latter two opinions and buy it. How wrong I was. I found out that it would be better to leave it in the exploding briefcase that's always explaining the mission to the IMF. If I'd listened to your mag, I could have got *Gex: Enter the Gecko*, *ISS '98* (which I eventually bought), *Mystical Ninja*, *1080° Snowboarding* or *Buck Bumble* (before you all start shouting about *F1 World Grand Prix*, I think that game sucks).

Also I am disappointed about *Perfect Dark*. I got top marks in my SATs, so my dad said I could get *Perfect Dark* to celebrate. I had been waiting for it to come out for ages so I was really excited about it. When I got to the shop where I was going to buy it, I was disappointed about the 18 certificate. Why the hell do parents think that because a game or movie with a few swear words in it and is pretty hard, the game is unsuitable for kids? Do they think the game is going to scare, warp or influence a person over eleven (I am nearly twelve) to buy a weapon that, in the case of *Perfect Dark*, *Turok* and *Quake I and II*, doesn't even exist? I played *Perfect Dark* at a friend's house and I thought it was perfectly suitable. In *Tomb Raider* on the PlayStation, the last boss picks you up and breaks most of your bones by smashing you on the floor, with a slightly disturbing crack every time he slams you down. I hope that if Rare make a sequel for the N64, it isn't ridiculously age-rated.

David Welsby, Manchester

Well look at it this way David – now you've got something to look forward to in six or so years when you reach 18! As well as gaining the right to vote (or in the case of most of the people in the 64 MAGAZINE offices – the right to decide that you can't be bothered to vote because all the politicians seem to be equally as rubbish as each other) you'll also

gain the right to play *Perfect Dark*. As we mentioned last issue, we know that age restrictions can be harsh but then there are some people out there who perhaps do need to be... 'protected', shall we say, from anything which might warp their fragile little minds. Obviously it's a bit harsh but that's why kids were blessed with the ability to repeat requests to their parents over and over in a whiny voice!

definitely a disappointment and not quite the 'out of this world' driving experience that we'd been hoping for. Oh... and we never let 'dirty' mail get us down – we just send it to the dry cleaners and it comes back looking whiter than white!

An International Opinion...

Dear 64 MAGAZINE,

First of all, I want to tell you how often I wonder how the other Nintendo magazines even dare to publish their mags when they know they're not gonna sell. Now... congratulations on your last issue, it was great!

I've been buying your mag since issue 24, I

was looking for a guide for *Mario 64* when I saw your mag with Mario, "Pow! Mario strikes back!" I bought it, disappointed at first when I found it was not a guide but then I was impressed when I read all the stuff you wrote,

the Scorezone, reviews, info etc...

I've tried to get every issue (I live in Lebanon so the mag is only sold in big places far from where I live).

Anyway, about issue 42, in your feature about the Cyb@r Games network, I was a little surprised because over here, network places are not a big thing, we

always come (we: as in my friends and I)

to network places to play *Unreal Tournament* and *Red Alert*, so much in fact that we organised a biiiig tournament ending up with me in first place, thus my email address name starts with 'Unreal' and ends with my network name: 'Insulter'.

There is one thing I hate about the letters that people send to you, they always compare the Nintendo 64 to the PlayStation and Dreamcast... STOP IT!

Ah, I feel much better, I guess I won't have to take anymore Panadol Extras for a couple of months. (By that time they'll start comparing the Dolphin to the Cray Super Computer!) PS: Will you move on to the Dolphin and review the games etc... or stay with the Nintendo 64? Nicholas Chammas, North Lebanon

What other Nintendo magazines? Sorry about the misunderstanding with the Mario thing – if it was a guide we'd have flagged it on the cover – but glad that you stuck with us! We're constantly surprised by the number of overseas readers that we've built up – 64 MAGAZINE obviously has international appeal! To all those who keep comparing the N64 to the PlayStation and Dreamcast – there you go,

you've been told! It's a fair point though: there isn't really a lot of point in comparing the various consoles unless you're thinking of switching or you own more than one. As for Project Dolphin – which has now had its official name confirmed as the 'Nintendo Gamecube' – well, we'll stick with the N64 for as long as it needs us, but when that 128-bit dream machine starts to call – who can say what will happen! Oh by the way Nicholas, does the 'i' key on your computer keyboard stick or something?

Perfect Pokémon

Dear 64 MAGAZINE,

There are two things that I want to say. I want to go against the strange person who didn't like *Perfect Dark*. How could he compare it with *GoldenEye*? I think *PD* should have 100% and *GoldenEye* only 96% (still pretty good) but not as good as the best N64 game ever. And the Pokémon weirdo. If cards cost 'so much' then why does he cut them up? And you are probably one in a hundred people who don't like Pokémon.

To wrap it up, *Perfect Dark* and Pokémon are the best thing since the SNES (I'm not weird I just like classics). I also wanted to say if N64 keeps good games coming then I won't buy another console.

PS: Why are expansion paks £30 (a bit pricey)?

Ashley Gizon, Burnley

Perfect Dark 100%? Can any game really be that good? And as for 96% being 'pretty good'... 96% means a game's absolutely outstanding, not just pretty good! Will the *Perfect Dark* debate ever end? Or the Pokémon one for that matter! Stick with 64 MAGAZINE if you want to find out. On the subject of the expansion pak price – it probably costs that much because Nintendo know that people will buy it at that price! Our advice to you is – quite simply – shop around. There are some good third-party expansion paks on the market and of course there are always second-hand ones knocking about too. If you don't want to pay the full price – find a cheaper alternative!

Slam Dunkin'

Dear 64 MAGAZINE,

The main purpose of writing this letter is about basketball games – the recent news that *NBA Courtside 2* won't be making an appearance in Europe. The reason? Obviously enough, the titles of this particular port do not appear to be so hot on the whole of the continent.

Hard as it may seem, the only reasonable reason that accompanies this phenomenon is the weak acceptance that this kind of sport receives from most of the magazines about videogames throughout Western Europe, where basketball isn't that popular an activity. Now tell me one thing: how could you rate *NBA*



Courtside (the original) with just 85%? A game of such quality deserves at least 98%. Remember, it represents in this particular area what *ISS '98* is for the soccer fans out there.

Basketball in Greece is a big thing. As an example, let me inform you that last year's European Championship was won by a Greek team. I understand that maybe basketball for you English persons may mean just a few things but you should realise that you should pay more respect to the



Southern and Eastern European readers, just by remembering that the sport in question is essentially the second-most popular in our continent. PS: Just 77% for *World Driver Championship*? This simulation is one of the best games I own (and believe me, my N64 games lists is a lengthy one). Why don't you organise a campaign for *NBA Courtside 2* just like you did with *Dragon Sword*? Ikononopoulos Christos, Greece

Actually many of us 'English persons' are quite keen on the sport of basketball which tends to be on the whole quite energetic and exciting. What we object to is the number of – on the whole – fairly average basketball titles that the N64 seems to have been inundated with – there are at least ten listed in the Nindex! We've said the same thing with football titles – we don't need loads of them, just a few good ones. Basketball is maybe just one of those sports where the excitement of playing or watching the real thing just doesn't transfer effectively into a videogame version. As for *NBA Courtside* comparing to *ISS '98*... er, no. You're obviously entitled to your own opinion, but in this case you are SO wrong! But then if you rate *World Driver Championship* as one of the best games you own then you've presumably got different ideas as to what makes a great game than we do! Oh... and the reason we're not going to mount a campaign for *NBA Courtside 2* is that we don't want any more basketball games on the N64! So there. Cheers for the Greek postcards though!

Perfectly Ironic

Dear 64 MAGAZINE,

On the 'When I'm 64' page there is a paragraph: 'Got something you want to get off your chest? Then write to us and let other gamers know what you think.' So in issue 43 there was a letter from a Rikki Fullarton saying how crap *Perfect Dark* is. Although the fact that MILLIONS have bought the game and rated it the best for the N64 there is the odd one who will disagree. Roy Kimber the lucky bloke who reviewed it gave it 99% and that should tell you something already. Also it needs an expansion pak, an EXPANSION PAK MAN! You need this because the graphics are tremendous. And you say the night-vision goggles are pathetic, they're the best I've seen and I'm sure Roy would agree. Last but certainly not

least the audio of the enemies sayings like, 'Aaaaaaah, you bitch,' 'Why me,' 'I don't wanna die.' If you can think of any more life-like screams then inform Rare and I'm sure they will change it for you Rikki.

Tim Gibson, Northumberland

So you're a fan of *Perfect Dark* then Tim? To be honest, it wasn't so much the fact that Rikki didn't like Rare's top title that we had a problem with, it was more his rather scary reasons for not liking it. He just seemed far too keen on the whole 'killing' thing than seems healthy which almost makes you wonder whether all those people who go on and on about violent movies and games affecting impressionable young minds might not have a valid point in some cases.



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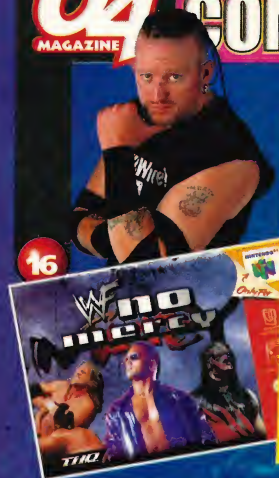


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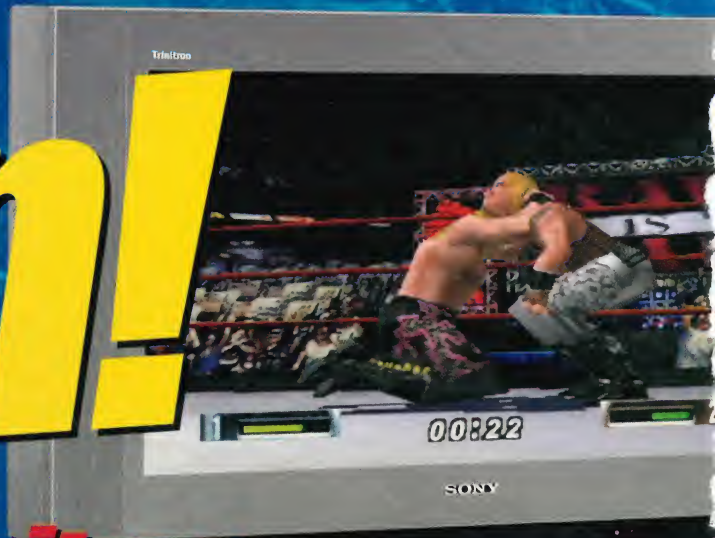
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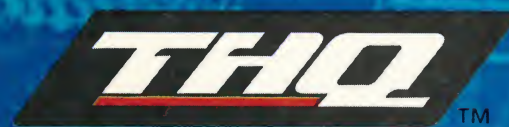
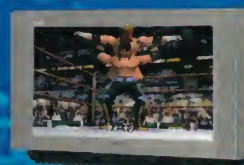
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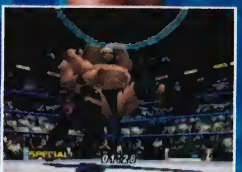
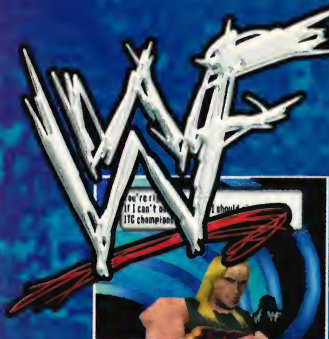
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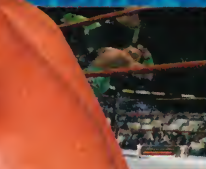


Yes, to celebrate the imminent release of the absolutely stonking N64 game *WWF No Mercy* (check out our full, exclusive review on page 28 for the full story) THQ has supplied 64 MAGAZINE with a fabulous 32" widescreen TV to give away to one lucky 64 MAG reader.

This television is the latest, state-of-the-art from Sony, a company that knows a fair bit about making TVs, and comes complete with its own cabinet, which is handy since its so big that it probably wouldn't fit very well on your mum's coffee table!

In addition to this fantastic prize, THQ is also giving the winner and five runners-up special WWF goody-bags which contain a copy of the game and some rather cool WWF merchandise.

So, now that all you WWF fans (and very possibly all you widescreen TV fans) are salivating nicely, what do you have to do to win this top prize? As usual, we'd like you to answer us a few questions! Once you've got the answers, fill in the tiebreaker and then send your completed form to: Have No Mercy! Compo, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS. Entries should arrive no later than 2 November 2000. Any entries arriving after that date will be fed to the resident wrestling fanatic Martin "Mad As A Rabid Field-Mouse" Mathers – so be warned! ■



Entry Form

17

Question 1: Which of these things does the Rock always ask us to smell?

- A: His armpits. ☐
- B: His cooking. ☐
- C: His feet. ☐

Question 2: Which Tag-Team duo shares its name with a couple of teen detectives who hung out with Nancy Drew?

- A: The Hardy Boys. ☐
- B: Demolition. ☐
- C: The Mega-Powers. ☐

Question 3: The Undertaker recently changed his image... what does "Mental" Martin think he now looks like?

- A: A Butlins Redcoat. ☐
- B: One of the cast of *Riverdance*. ☐
- C: A Dustman. ☐

Question 4: What is Steve Austin's WWF nick-name?

- A: Stone Cold. ☐
- B: Big Stevey Steve-Steve. ☐
- C: Luke Warm Skywalker. ☐

Tiebreaker – Right, something to make you think here. In no more than 50 words, complete the following sentence to tell us who you would be prepared to wrestle to win the TV, and why...

"To WIN the 32" Widescreen TV I would wrestle
because..."

.....

.....

.....

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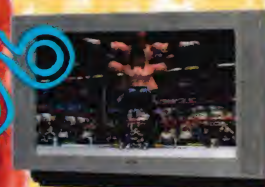
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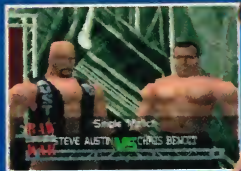
64 Magazine Issue 45 2000

The Technical Bit...

For those of you who like to talk spec, what the winner actually gets is:

A 32" FD Trinitron WEGA - Perfectly Flat display With:

Nicam Digital Stereo,
 3D Sound,
 3 SCART Sockets,
 A Cabinet Stand.



64 sight

See the games of tomorrow today!

Without doubt the biggest presence at ECTS this year was Nintendo's. With a stand which took up fully half of the main hall and which was packed with N64s, Game Boy Colors and even more impressively, Game Boy Advances, it's fair to say that there was very little reason to go anywhere else for the three days of the show! Highlight of the whole thing however had to be the attendance of one Shigeru Miyamoto. You might have heard of him... fairly short guy? The man behind Mario 64 and Zelda (to name just two top N64 titles)? Mr Miyamoto was around on Saturday for a special press conference to introduce the Game Boy Advance and the (dare we say it) Nintendo Gamecube to the European media and then on the Sunday... 64 MAGAZINE got to interview him! Quite simply this was the biggest event of the show for us, and so our entire 64 Sight section this issue is dedicated to it! Have you ever wondered what goes on in the mind of a genius? Then read on...

ECTS

The biggest videogaming event of the year! So were we there? You bet your ass we were!

The Interview...

64 MAGAZINE: So to begin with, how do you feel about the switch from cartridge – which has been the format for the last three Nintendo consoles – to DVD?

Shigeru Miyamoto: I believe that the Game Cube is now going to have a bigger RAM on the console itself [compared to the N64] and we're going to have the optical disk this time... we are going to have a lot of RAM on the console itself so I don't think there will be much difference between having the ROM cartridge and having the large RAM to which a certain amount of data will be downloaded from the optical disk. If we could have a ROM cartridge which cost much less that would be fine. Unfortunately we don't think we'd be able to have a much bigger cartridge without a much bigger cost, while with the RAM itself – well, we can now afford to have more RAM for a reasonable price so I believe it's a good compromise.

Of course we have to minimise the loading time so that the players do not have too much stress from waiting around, but then we have noticed that many PlayStation gamers are kind of

generous about the loading time so we just don't think we'll have much of a problem on the Nintendo Gamecube.

64 MAGAZINE: Where do you get your inspiration and ideas for the various games from?

Shigeru Miyamoto: I think I have a kind of rational approach here, I always think about what I like to do myself and what kind of game or entertainment I'd like to try. And then I start doing a kind of technical experiment and I continue having conversations and discussions with my staff members which in most cases leads to some conclusions about the gameplay that I want to have. Sometimes it's during my conversations with other people on the team, sometimes it's while I'm walking on the street, sometimes it's when I have seen games by other people. But I think I have a kind of rational approach in that I start with what I'd like to do and what I'd like to play at the very beginning.

Alternatively I try it from some other angle, namely I take a sample of the audience – the gamers – and find out: 'Is this going to please them?' 'Will it surprise them?'

64 MAGAZINE: Nintendo have mentioned that it will be easier and cheaper to develop for the Gamecube, why is this?

Shigeru Miyamoto: Well, I was afraid that you were going to ask a lot about the Gamecube, and it's a pretty tough question from a technical point of view. But if I may, let me tell you like this... the first process of the game design is that the designers start working on certain data – they are going to spend some



2000

Girls Of The Show

Yes, another ECTS, another batch of lovely ladies whose job it is to entice the crowds to visit their stand. We feel these unsung heroines deserve a special mention, so cast your eyes over our special selection of 64 MAGAZINE's 'girls of the show'...



These two were promoting something called 'Erotica Island'... sounds like good, clean fun!

[Below] The new-look Pokémon N64s were well in evidence running a variety of Pokémon games including Pokémon Snap.



amount of time on this and after they are going to provide that data to the game programmers. The game programmers start working to implement the data provided by the game designers so that the game artists can realise these ideas on the actual computer screen. It'll become easier with a standardised format for these processes and also we are going to have some uniform settings on the development tools so that the cost of the development kits becomes lower. With the decreased cost of the development tools each game designer and game artist can afford to have a separate development kit for themselves.

From the programmers standpoint the languages, the computer languages that were used for N64 and the PS2 – well, not the languages so much as the code structures – they make programming rather difficult. With the Gamecube we now have different code structures which make programming easier.

And once again from the programmers standpoint: generally speaking for the

N64 and the PlayStation2, it's kind of tough work to make the 3D engines work from the very beginning whereas in the case of the Gamecube these processes have become relatively easier. Plus as you saw at yesterday's presentation we have shown a bar which indicated how much processing speed or time was necessary in order to realise these kind of graphical effects. With the other consoles, even once you have initiated or activated the three-dimensional engine you still need to pay attention to what kind of effect this has on the processing time and to what extent you can do this and you cannot do that. As you saw yesterday, with the Gamecube, whatever effects you are going to produce, the processing time will not be affected much and there is still going to be a lot of time and processing power for you to use for other purposes. I think this may be the most attractive point for the game programmers to work on the Gamecube as they don't have to do a lot of work in order to minimise the processing time when they are going to create many different effects.

At the show in Japan last week we demonstrated the 1T S-RAM technology – one transistor S-RAM technology. I of course don't think I'm in a position to boast about things from a technical point of view but I think that as far as this 1T S-RAM technology is concerned it is the world's best graphic chip!

64 MAGAZINE: With PS2 out in most parts of the world and X-Box on the way, it looks like a console war is brewing. What weapons does Nintendo intend to bring in with the Gamecube to help them win this war?

[Below] *Conker's Bad Fur Day* just gets better every time we see it! And gorier. And ruder... Is it really an N64 game?



Shigeru Miyamoto: Well, we actually don't have the intention of 'fighting' against anybody else, but don't think that we are cowardly or anything! Actually we are working on the subjects which become necessary for game users – or what game users want to have. In other words, what we have to do in order to make a kind of a 'weapon' – in your words – is that we have to make games which attract people. It's never a case of 'who's winning and who's losing?' and as far as this fighting is concerned, please:

count us out! We would just like to go our own way.

One of the biggest concepts associated with Nintendo Gamecube is that this is a machine which I want all family members to use, that's why it must be reasonably priced and also a machine that small children can use. These concepts have been reflected in the design of the controller that we've shown and also the design of the console itself and we also had to use reasonably priced chip sets. Of course, if we are simply going to make the best game format in the world we have to make the hardware which can realise that! Well, I can tell the hardware people that we should have *this* chip set and *this* function too but they might not be for the whole family and what we want to have with the Gamecube is for every family member to use it very easily without worrying too much about the pricing or how to use the controllers and so forth.

Those people who have experienced the Super Mario Brothers in their childhood are now becoming parents and maybe some of them have children already who are starting to play videogames with them. I think that's what videogames should be, something that the whole family can enjoy together.

64 MAGAZINE: The other next-generation consoles are offering an all-in-one entertainment package and yet with the Gamecube you have chosen to focus solely on games. What led you to that decision?

Shigeru Miyamoto: It's rather simple. It's Nintendo's company motto that the Nintendo will have to do what only Nintendo can do, and, well... when it comes to a so-called 'multipurpose videogame machine', multipurpose should mean that you can do a variety of different things but it's so often ended up being the machine which cannot do anything specifically. In the case of Nintendo it's rather different. What Nintendo can be proud of is constantly providing the customers with software with which they guarantee the level of





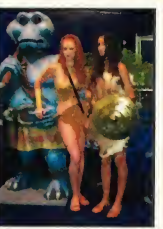
This girl not only drew guys to her games, she actually played them too!



These girls... erm, had pink hair. Not sure why, but there were a few of them so we didn't have the courage to ask!



Um... the Erotic Island girls again. And a bloke pretending they fancy him. Were you this man?



The... er, 'cavegirls'. They didn't look very happy, but we didn't want to annoy them because of the big blue fellow standing to the left!

[Below] *The top-level of the Nintendo stand was where the Game Boy Advance was on show – look at the size of it!*

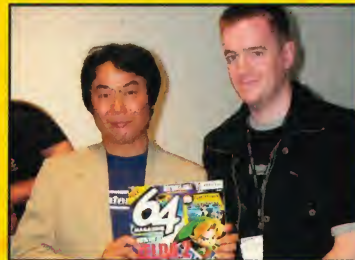


interest, so that's what Nintendo can say when we are providing the customers with the next generation platform.

On the other hand, when people are talking about so-called 'multipurpose machines' the hardware manufacturers standpoint is: 'look, we have made this multipurpose machine, it's up to you how to use it'. Well, throughout the many years that I've been in this business I've seen many hardware manufacturers that have said this and then just simply ignored whatever ends up running on their hardware platforms. I actually have to admit that I don't like these kind of ideas, these ideas that are being advocated by so-called 'hardware-oriented' companies. I think now is the time when we, the 'contents creators', have to gather together, united together so that we can lead the market. I think that the time has come now. So what Nintendo is saying is that the Nintendo is good at making entertainment and we are going to guarantee when we go into this new platform that it is going to be of interest, that it is going to be fun. Of course it has the capability to be multipurpose, but what we are saying is that we are just not guaranteeing that the Gamecube will become a multipurpose machine, that's all.

However, having said that, Nintendo has been repeating experiments with the network technologies and mobile technologies. It's just that at this point in time I have to say that we haven't come to the stage where we can guarantee the potential users that the games or applications that we are going to make

[Below] *Roy meets the man all N64 owners worship! Not that he was nervous or anything – looks as relaxed as you like!*



using network or mobile are going to be fine enough. We just cannot say that for a very long time after you have purchased the machine we can guarantee to supply constant fun. We just haven't reached that stage. What we are doing is that we have just started these experiments with the Game Boy and in the near future we are hopeful that we can link several different Nintendo platforms which can expand the enjoyment. That's what we are doing right at this point.

64 MAGAZINE: We've heard there is going to be a network adaptor for the Gamecube, are any of the launch games going to support this?

Shigeru Miyamoto: What I can say is that I just cannot say we are not doing it! In other words: yes, we are dealing with a number of experiments in this field but what I can't say is whether we have certain software which we have already decided to launch onto the market, we haven't come to that stage yet. When it comes to the modem technology we are now making the developments to it and targeting it so that something relating to modem technology can be launched simultaneously with the Gamecube. That's what we are working on at this point in time and when it comes to the specific networking – as you may know by now – Nintendo has shown the mobile phone technology by utilising the Game Boy Color and the Game Boy Advance. Most specifically, we demonstrated a game called *Pokémon Crystal*. Sometimes you can use the game contents through the host computer and sometimes directly

between the users. These kind of things are actually going to be launched pretty soon and when the Game Boy Advance arrives it will be connectable simultaneously to three other units. We are hoping that this can further be linked with the Gamecube and so as I said before we are going to expand the entertainment world by connecting the different platforms that we have.

64 MAGAZINE: Many Nintendo characters are now well-established as celebrities. Can you give us any idea what we might expect from characters like Mario, Link, Yoshi and others on the Gamecube? **Shigeru Miyamoto:** Yes, I have to admit that of course we are working on these popular character-oriented games for the Gamecube, but... very bluntly speaking, I don't want a situation where our creative staff members are fully occupied with the creation of so-called 'established character' titles. For example, for the N64 last week we exhibited a game for the N64 called *Animal Ooze*. This is a very unique game – we call it a 'family communication' game – and we hope that we can introduce these kind of new genres to the Gamecube.

64 MAGAZINE: So can we expect new characters on the Gamecube then?

Shigeru Miyamoto: (Slides sheet of paper and pen towards 64 MAGAZINE and laughs) Can you write down some new characters so that I can incorporate them into the new games? No? Well you know the Pokémon have become so powerful that I think I'd better make some new characters which can compete against them!

64 MAGAZINE: So will we see a *Metroid* game on the Gamecube?

Shigeru Miyamoto: Well, it becomes possible if my staff members can work very, very hard. Of course you have seen some demonstrations yesterday but there was no mention that it was actually a *Metroid* game!

64 MAGAZINE: When you make a videogame, what is the aspect of it that you focus on the most? Which feature of the game – character, storyline, etc has the strongest influence on the game's development?

Shigeru Miyamoto: It's a difficult question. I may be old-fashioned by now in my own game making, but since we are working on the game design my way of making games is making games where I'm making games! More specifically, movie directors are actually making the movies while the camera sees the actors playing. In other words they have the scenario at the very beginning. What is important is that while they are shooting the film the actual images and ideas are created so that they can view it to be the great film, so it's just like the theatre or plays, I believe. On the stage, when the actors are practising, the director is going to see what's good and what's bad about it and thus they can make the good play. In the case of games, of course when we





Not quite clear on the whole 'long and totally unrevealing outfit' thing here, presumably it was something to do with tradition.



Tight red skirt, black PVC top... who wouldn't want to visit this stand?



[Above] This Game Boy Advance is running the absolutely stupendous Mario Kart. Unfortunately Roy forgot to turn the flash off, so you can't see the actual character!

make the scenario and the day after we make the character and then come up with some game ideas, that won't make any good games at all. What is important is that we can start with an idea and while we are actually designing and making the game we are going to see what's wrong with it and what is good about it and then we can make a very good game. And here, what is very important, is the game idea we start with initially. That is going to be the core portion, if that core portion is something not worthy of working on the morale of the people who are going to work on that will not be very high and hard work for those people simple goes down the

drain. That's all. For example, when we start with the idea of a game in which jumping can become really fun then we can build on that. Or when we start off with an idea of a game where people can have fun with growing. Then we should work on that and we should build on that and whenever we are making this sort of thing, what we always keep in mind is to look back in the past to when we were little children and think what was important and what was fun for us then. I think it's the core of making any of my games that we are going to make them so that we can guarantee: 'this is going to be interesting, this is going to be fun to play'.

64 MAGAZINE: Where do you see games in the future?

Shigeru Miyamoto: I think this industry – the games industry – is interesting, simply because nobody can tell what will come in the future. Some may say that movies plus games will become interesting, but I don't think so. I think it's just one direction that many of us can look forward to, yet the integration between movies and games shall not become the sole purpose of this industry. Of course we should learn a lot from the movie-makers and then observe them so that we can evolve the shape of the games. That's an approach which makes sense in this industry, but if we are simply trying to make movie-like games, well I don't think that that's the course we should choose. After all, what we are working on now is so-called 'interactive entertainment' which is unprecedented. This is why we can be the pioneer of any new entertainment right now – it should be different from the existing forms of entertainment such as movies or novels. I don't want to say that the videogame is transforming into any existing form of entertainment. Mr President [of Nintendo – presumably] may have some different



Mario 128

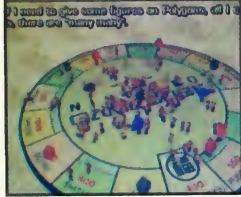
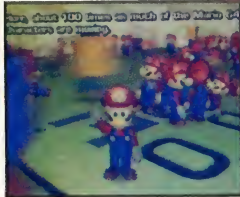
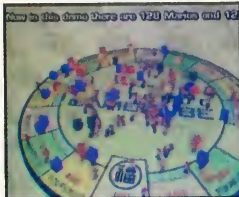
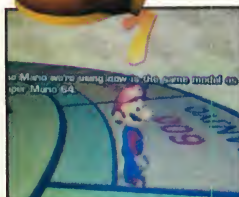


The Saturday before ECTS began (it started on a Sunday in case you didn't know) Nintendo held a press conference to announce the launch of the Game Boy Advance. What no one realised beforehand was that we were also going to get an introduction to the Gamecube! After bringing one of the fabled boxes on stage

and waving it tantalisingly at the audience, the main man Shigeru Miyamoto gave a little demo of its capabilities. To start with he created a disc on screen and dropped a render of Mario from Mario 64 onto it. Mr Miyamoto explained that the N64 can handle about five characters of this quality on screen at a time, then to show how much farther the

Gamecube can go, he dropped another 10 Marios onto the screen, then another 20, then more, and more, until there were 128 of the little blighters running, rolling and "it's a me"ing all over the place. Meanwhile, a bar at the bottom of the screen showed how much of the Gamecube's processing power was being used, and it never rose above a fifth, even

when 128 boxes were dropped onto the screen for the Marios to play with and the landscape started morphing into weird and wonderful shapes. By the end of the demo, the fantastic processing power of the Gamecube had been established and any journo in the room would happily have forked out any amount to get their hands on Mario 128 – and it's just a demo!





Okay... so Nick's not a girl, but we felt that his unnerving calm standing next to a huge cartoon dog deserved a mention (and we're fairly sure there was a girl inside this dog!)



These girls gave out free crisps! What more could you possibly ask for in a lady?



And... um... these girls had blue hair. And white catsuits. So they were aliens or something.



And it's the Erotica Island girl again! Okay... we admit it. We fancied her. That is to say: Roy did. Think she'd go out with him? Two hopes...

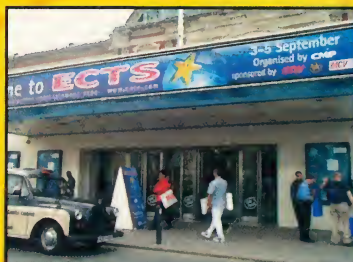
ideas but that's my opinion.

I believe that the entertainment business – if I can say so – that the entertainment business is a kind of industry which puts a different value to the ordinary stones so that we can sell the ordinary stones at much higher prices. This is a very interesting business where you can earn big money from these simple ideas. However, when people say 'oh, we should make the movie-type game' what they are saying is that 'ah, let's spend so much money on the gorgeous graphics and sound and let's try to earn big money!' I don't think that's the shape the game industry should be, rather we should spend some energy on making some magic so that even with a simple set of ideas we can put a high value on it by tweaking uniquely different ideas. I think that's what the game industry should be.

64 MAGAZINE: Apart from games that you've worked on, are there any other N64 games which have particularly impressed you?

Shigeru Miyamoto: Aah... well, honestly, I don't play games that often... Er, everything the Rare company makes – those games are very, very good. But my honest impression is that so far we couldn't find anything unusually new, or unusually unique for the N64. So that's what we have to put more energy into, I believe.

64 MAGAZINE: Some third-party developers didn't really support the N64 as heavily as they did – for example – the



PlayStation. Do you think this will change for the Gamecube?

Shigeru Miyamoto: Of course we never force other third-party companies to make games for ourselves, but now that we are going to have the optical media I think it's going to be easier for other companies to work on. Plus, as I said, the hardware capacity is going to become much better than the consoles introduced by other companies so I believe that the third-party developers will find it very easy to convert existing software for the Gamecube from now on. Of course in the case of the N64, because it was adopting the cartridge system in most cases it was not a very easy job for other companies to take the games developed on PlayStation or other formats and convert them to N64 cartridges.

64 MAGAZINE: We noticed your guitar playing yesterday at the Gamecube showcase... do you still play the Banjo?

Shigeru Miyamoto: (Laughs) Well, I'm bad with the Banjo, honestly speaking. I like guitar and I like the acoustic guitar the most... but yes, I like it and I often practice playing it.

[Below] *More N64s than you could safely shake a very, very large stick at! It's fair to say that we spent quite a lot of time here, playing all the new titles too death!*



64 MAGAZINE: Can you tell us what you are working on videogames-wise at this time?

Shigeru Miyamoto: As you may know, now I have a bigger responsibility for the company and I have to see the much broader picture in creating all the software. For example, my responsibility now includes the Game Boy Advance and currently I am supervising about 30 titles at one time, so of course I cannot be deeply involved in all 30 of them when it comes to the actual designing of them or deeply involved in the day-to-day works. Honestly speaking, I am now involved very deeply in two or three projects at this moment in time which include the *Zelda* and the *Mario* series and one more thing... What I would like to do is make something very unique, something different, and that is the third project. Now that you have seen *Mario 128*, it's almost finished. So I am hoping I can sell yesterday's *Mario 128* when we launch the Gamecube! Well all right, for free of charge!

64 MAGAZINE: Finally, when you started in games you worked in a small team, now you're supervising 30 huge teams. Do you feel that you're still free to be creative?

Shigeru Miyamoto: Honestly speaking I prefer to have a small group so I can be one of them to make a specific game. However on the other hand if I have to make only one game at one time it's kind of stressful for me. Very frankly speaking I'm now seeing too many videogames so I cannot fully enjoy myself. As I said, we want games to be played by the whole family and we are now offering the Game Boy Advance to be connected with a Gamecube and they are going to be connected with communication networks and so forth and so forth. This is going to be the new approach and making this kind of new approach not specific to one game but a concept across the whole, that is actually really fun for me right now. ■

プレイステーション2

P2

The ultimate magazine for the ultimate games machine

Sony's new PlayStation2 arrives on 24 November...

Are you ready?



P2 is the only magazine you need. The first issue hits the shelves on 27 September and guarantees...

- In-depth PS2 reviews, previews, news, solutions and features every month
- Not just a games magazine – P2 features reviews of the latest DVDs from the UK's best selling DVD magazine, DVD REVIEW
- 100% unbiased and unofficial – informative views and opinions from well respected writers you can trust
- Sony's stylish new console deserves a quality magazine – accept no substitute

ON SALE

27 SEPTEMBER 2000

available from all good newsagents

Win!



a Panasonic Digital Video Camera worth

£1,000!



To celebrate the release of their latest N64 game, *Duck Dodgers*, Infogrames has rather generously forked out a rather large lump of cash (£1,000 to be exact) to get us a Digital Video Camera which we're going to give to one of you lucky lot! That means that you'll be able to make your own cartoons, start your own media empire, create some original characters and then one day sell the rights to those characters to Infogrames for a huge sum of cash so that they can make a top game with them! It's the circle of life! Erm... anyway, the camera we're giving away is absolutely fantastic, it can operate as video camera or a digital stills camera, it's palm-sized with a built in pivoting colour-monitor screen for easy framing and for filming yourself, it has 15X power zoom and up to 150X digital zoom plus all sorts of groovy digital recording tricks – to be honest there are so many different functions to this camera that it'll probably take you a year just to figure them all out! Let's face it... unless you've already got one of these babies,

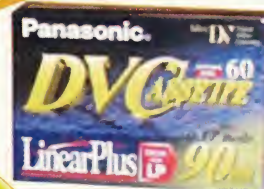
you're going to want to win it, so we'll just cut to the chase: in order to be in with a chance of winning this fantastic prize we'd like you to answer a few easy questions and complete a tiebreaker for us. Best tiebreaker with all four questions answered correctly wins – simple as that!

Send your completed entries to...

'Daffy Digital Camera Compo'

64 MAGAZINE
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

to reach us no later than 2 November.
No late entries please (We don't like them!)



What You Actually Get...

If you win this prize you're going to get everything you need to start your own television production company! Well, okay, maybe not quite that, but what you do get is...

A Panasonic NV-DS55B Digital Video Camera
AC Adaptor
AC Mains Lead
DC Input Lead
Battery Pack
Digital Video Head Cleaner
Cleaning Tissue
AV Cable Phono-M3

AV Cable Phono-Phono
S-Video Cable
Multi Media Card
Shoulder Strap
Remote Controller
Button-Type Battery
Output Terminal Box
Still Picture Download Software
Two Extra Mini DV Tapes

If You Don't Win...

Obviously Infogrames stumped up the cash for the camera, but we actually bought it from a shop just down the road from us where the staff were very friendly and helpful and they even threw in still picture download software and a couple of extra Mini DV tapes for the camera at no extra cost! So, if you're not lucky enough to win this top prize but fancy popping out and buying one, then try contacting...

The London Camera Exchange Group,
95 Old Christchurch Road, Bournemouth,
Dorset, BH1 1EP.
Tel: 01202 556549
Fax: 01202 293288



Entry Form

Question 1: Who plays Daffy's faithful (and far more intelligent) sidekick in the *Duck Dodgers* cartoons?

- A: Porky Pig. ☐
B: Arnold Anteater. ☐
C: Sammy Salmon. ☐

Question 2: *Duck Dodgers* is a spoof of which classic sci-fi series starring Gil Gerrard?

- A: Space 1999 ☐
B: Buck Rodgers ☐
C: Lost In Space ☐

Question 3: Which of these is not a genuine Chinese meal containing duck?

- A: Peking Duck ☐
B: Crispy Duck ☐
C: Chocolate Fudge Sundae ☐

Question 4: In the traditionally English game of cricket (traditional in that we invented it and yet we're no good at it), a 'Duck' means what?

- A: The batsman managed to knock down a low-flying duck. ☐
B: The batsman dived under the ball. ☐
C: The batsman is out having scored no runs. ☐

Tiebreaker – In no more than 50 words, tell us what you'd do with the Panasonic Digital Video Camera if you won it... and we're looking for a sense of humour here people!

"If I won this prize, I would....."

.....
.....
.....
.....

FROM

Name:.....

Aged:.....

Address:.....

.....

Postcode:.....

Email (optional):.....

WHAT'S
REVIEWED
IN THIS
ISSUE!

reviews

64 MAGAZINE

Those Pesky Little Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

NINFO

PLAYERS

The number of people who can play the game.



EXPANSION PAK

Does the game have Expansion Pak's extras?



RUMBLE PAK

Can you plug this in to shake along with the game?



Publisher Who sells it

Developer Who wrote it

Game Type What type of game

Origin Country it was written in

Release When is it out?

Price See if you can guess?

\$64,000 QUESTION

⚡ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!



PAL PERFORMANCE

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

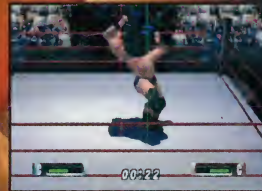
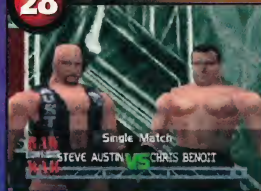
SUPPLIED BY

We get import games through importers – if you want to get hold of an import game for yourself, then these are the people to call.

MEMORY OPTIONS

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

28



WWF No Mercy

This is the game that N64 wrestling fans have been waiting for! And the best bit is that even if you don't like wrestling, you're still gonna love this!



64 MAGAZINE RATING

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!



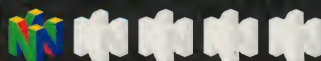
A good job – there might be a few rough edges that could have been better, but nothing serious.



Average – a game that gets this score does its job adequately in this category, but isn't anything special.



Things aren't looking good – a mark of two means that this part of the game is definitely below par.



Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!

36 F1 Racing Championship



Finally, after many pit-stops and several tyre changes, Ubi Soft's racing game pulls up to the start line...

40 Duck Dodgers in the 24th and a Half Century



Prepare to go on a wacky journey into space with a demented duck and a plucky pig!

44 Army Men: Air Combat

The Army Men return to the N64... and this time they've got helicopters!

48 Brunswick Circuit Pro Bowling

It's a bowling game... um... so there's skittles 'n' stuff in it...



UK UPDATE

50 Pokémon Snap

The next game in the Pokémon franchise finally reaches the UK, and it's quite good! Weird, but good.



54 Mario Tennis

Last issue we reviewed the Japanese version, this issue we got hold of the UK one!



THE FINAL SCORE

Every game gets a score out of 100 – but what does it actually mean? Ignore anything other mags may say – 64 MAGAZINE is the most brutally truthful N64 mag around, and if we give a game a good (or bad) mark, you can take that as the gospel truth. These are what the scores mean in English...

95%+



This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – from the more than 200 N64 games reviewed, only an elite few have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality sealed into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

64 BOTTOM LINE

CONTROLS



What do all those buttons on the pad do? We try to make sense of the insanity!

ALTERNATIVES

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

RATING

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

OVERALL SCORE



The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite:

The game in a nutshell, for the truly lazy reader!

WWF NO



MEMORY OPTIONS

→ MEMORY:

Saves game progress/new wrestlers

→ CONTROLLER PAK

Can save custom wrestlers and records to swap with friends

\$64,000 QUESTION

- More realistic than the sport it's based on!
- More wrestlers than you can shake a lycra-covered stick at.
- Upgraded music, graphics and moves...
- It's wrestling, and not everyone likes the sport you know!
- More an update than an entirely new game

NINFO

→ PLAYERS



→ EXPANSION PAK



→ RUMBLE PAK



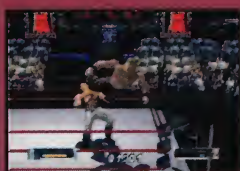
Publisher	THQ
Developer	AKI
Game Type	Wrestling
Origin	UK
Release	November
Price	£49.99





Mercy

Can this latest WWF game really be that damn good? Hell yes!



[Above] Now remember, kids – these people are highly trained athletes, so you shouldn't try to copy these moves at home. No, really...



[Above] When you've got the Hardcore rules on, you can take the fight anywhere around the arena... even up onto the entrance stage!

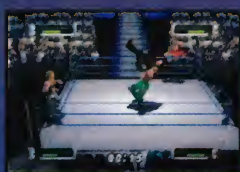
Right, we want you to have a long, hard think about this question – what's the biggest bone of contention between you and your friends? Clothes? TV shows? Girls? Yep, we understand all of those. Here at the offices of 64 MAGAZINE though, the biggest argument going around at the moment (besides Roy's taste in free T-shirts) is about wrestling. While a small rabble – so that's two people then – think that wrestling is the best thing since sliced bread, the majority of the team believe that wrestling is wrong. Oh, and unnatural. Therefore it must follow that if all wrestling is bad, then all games based around wrestling must also be bad... right? Well, perhaps. But then if that is the case, you wouldn't have that rather lovely picture of The Rock on the front of this month's issue...

You see, having bombarded everyone with a selection of video footage, dodgy merchandise and a variety of catchy slogans and phrases over the past weeks, we (the wrestling-loving types) seem to be winning the important people on 64 MAGAZINE round. Paul no longer strolls around the office but instead has a Too Cool-swagger in his step. Nicky has taken to referring to herself as the 'Ninth Wonder Of The World' and even Roy keeps asking if we can smell what he's cooking... and then threatens us with a Stinkface if we say no. Make no mistake – we will turn everyone into wrestling fans sooner or later and if WWF No Mercy is anything to go by, it shouldn't be all that difficult!

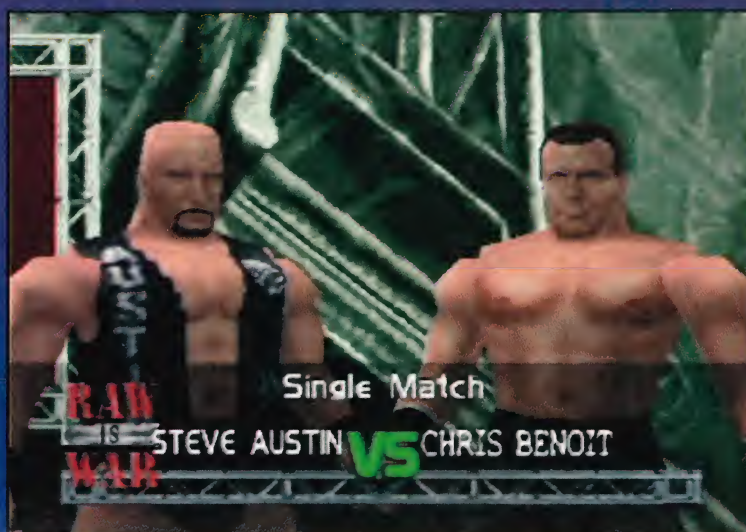
Just Bring It On!

Following on from last year's smash hit title WWF Wrestlemania 2000 (it stayed in the N64 Top Five chart for the best part of six months), WWF No Mercy looks set to top what was already being heralded as the best wrestling game ever... at least by us and the rest of the gaming press. Of

"quite categorically, the BEST wrestling game to ever come out on the N64..."



[Above] During Tag matches, you can bring in your partner at certain times to help you out. It makes for nice double-team moves!

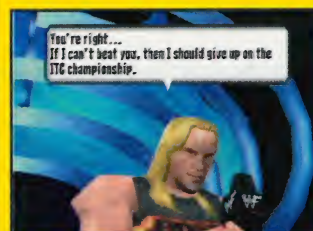


I Wanna Tell You A Story!

Did you think that the 'Road To Wrestlemania' in *Wrestlemania 2000* was a bit long and drawn out? Need a bit of a break in between winning those belts? Then try out the new Championship Mode in *WWF No Mercy* – perfect for the ambitious wrestlers amongst you...



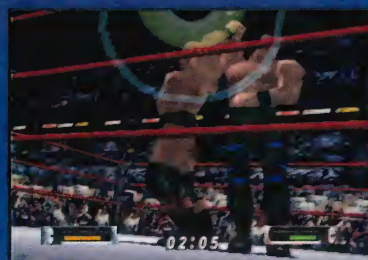
If there's a Hardcore stipulation placed on a match, there's only one rule... anything goes! Make sure you come out in one piece.



Wow, it's just like being in the show! They've improved these story pieces loads... but the spelling's a little on the poor side.



Cor, just look at all those belts on offer. You'll need to complete all of them before you can get the reward that's on offer to you...



Tipping The Balance

When it comes to wrestling, there's nothing more satisfying than being in a situation where you just can't lose. What's the easiest way to do that? Why, to have two of your guys against one of theirs – that's how. There are tons of special double-team moves in *WWF No Mercy* that'll have your opponent lying unconscious on the mat in no time: powerbombs, suplexes or piledrivers, they're all here. And yes, before you ask – you can even do the rather wonderful (but incredibly tricky) Dudley Death Drop. That should please a few people...



course, this isn't just your regular update of adding a few new characters and changing some stuff around... oh no. Rather than trying to con people into buying what is ostensibly the same game as before (*WWF Attitude*, anyone? No? Thought so), THQ and Aki have totally overhauled the original game and managed to bring us something which while remaining recognisable, offers plenty of new goodies to keep everyone entertained.

Okay, so by now you've probably cheated and had a quick flick over to the last page of this review to check out what the final score is. If you haven't, you might want to so we don't spoil it for you... because it's 95%. That's a Gold



Medal Award-winning score, in case you didn't know – something that very few games actually manage to get. So why, oh why have we added a full two percent onto the score of *Wrestlemania 2000* and given *No Mercy* such a prized accolade? Well, if you hold your horses we'll tell you, and believe us, it'll be worth it. Honestly, you lot are just so impatient...

Prove Me Wrong!

As you can probably tell by looking at the various screenshots dotted around these pages, one of the things that has improved more than anything is the look of the game. Whereas with *Wrestlemania 2000* the characters looked slightly blocky in comparison to previous wrestling games, *No Mercy* manages to step things up a notch – the wrestler models have been smoothed out and made bigger, the animation on each one has improved and everything has a much more high-res look about it. The arenas also look much more realistic with more detail added to each entranceway (of which there are now more to choose from) and bigger crowds; it might not sound like much but when you compare them to the older arenas, the new ones look like they're packed to the rafters.

The sound too has been made even clearer and sharper than ever before. Those of you who played *Wrestlemania 2000* will know that while each wrestler's theme was replicated fairly well, there were occasions where they sounded slightly muffled and not exactly like the real thing. Somehow, THQ has managed to get around that this time and now every single theme is recreated perfectly (with the exception of The Undertaker's... flippin' music license laws). Again,

Here's Someone We Made Earlier...

Yep, the Create-A-Wrestler mode is back and this time, it's better than ever. Talk about comprehensive – you can change pretty much anything you choose about your new guy – plus there are loads of extra goodies on offer from the Smackdown Mall...



Here's a creation of our very own – damn, he looks good! We wouldn't want to meet him in a dark alley... or anywhere else dark for that matter.



The Moves Editor lets you see exactly what moves are allocated to each wrestler... just in case you're interested in that sort of thing.



You can even decide which of the other wrestlers your man likes or hates – ours loves all the ladies, but that's just the way he is.

It's New Faces!

As you'd expect from any game based on a real-life sport, *WWF No Mercy* is packed to the gills with wrestlers for you to take into the ring. Some of them have been here before – old favourites like Stone Cold Steve Austin, The Undertaker and The Rock are back to kick more ass than ever before. However, plenty of new talent has joined the WWF since and so to keep things up to date, all of them now appear in *No Mercy*. Chris Benoit, Kurt Angle, Tazz, The Dudley Boys... they're all here. Now you boys play nice, okay?



"The most stupendous addition of all has to be the Ladder match"

it's the little details that make games like this excellent rather than just good... really.

It's True! It's True!

The next thing that strikes you about *No Mercy* is the sheer number of wrestlers available for you to fight with – indeed, the first thing that any true wrestling fan asks about a game like this is whether their favourite superstar is in it or not. Well, don't worry: THQ have done an incredible job of keeping things up to date so

that the character roster in *WWF No Mercy* is as current as it possibly can be. With 55 wrestlers to choose from at the very beginning, you can bet your bottom dollar that there's someone here you'll want to wrestle as. Everyone from fan favourites like The Rock and Stone Cold Steve Austin to newcomers like Steven Richards, Too Cool and The Dudley Boys are here in all their glory. What's more, even those that have been around for a while but have changed gimmicks can be switched



[Above] Why do massive blokes like this want to fly through the air on their own... can't they take a plane like everyone else?



[Above] Ooh, surely that's a low blow? Still, it's the easiest way to make sure that you get the advantage once you're on your feet!

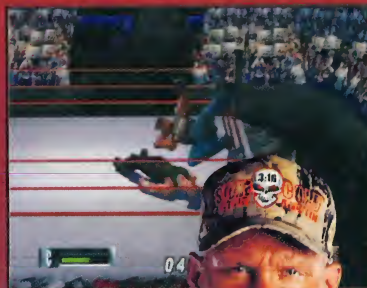
between – prefer the old Undertaker look to his new 'dustman' style? Just press a button and it's done. Want the Godfather to go back to his pimping ways rather than censoring everything? No problem. They've included so much here, it's scary that it all fits onto one cartridge!

But that's not all of it – not by any means. If you can play well enough and complete the various modes on offer, you get to unlock one of the 18 secret characters hidden away inside the game. We say 'characters' and not 'wrestlers' because most of them aren't actually wrestlers – taking a look at the list, you'll see that people like Vince, Shane and Linda McMahon, Cactus Jack and Mick Foley, Mae Young the Fabulous Moolah and even one of the Godfather's hos are available to play as. Whether you'd pick one of these people out of choice is for you to decide... we'd rather stick to someone with a few more muscles, thanks!

Oh, You Didn't Know?

To keep up with developments on the wrestling side of things, a number of new playing modes have been added to *No Mercy* for you to try out. That's not to say they've ditched the ones that were there before – the usual mix of singles, tag team, triple threat and other matches are still here, as well as specialist bouts like the Cage match. However, new specialist matches have





Just Nipping Down The Shops...

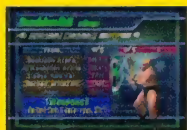
Why not pay a visit to the Smackdown Mall? The only place to be if you want to spend your hard-earned Championship cash! There's plenty on offer for the discerning shopper...



If you're looking to bring back some nostalgia, you could always purchase some classic wrestlers or even old costumes. Old Undertaker, anyone?



For people into creating their own wrestlers, there's the chance to pick up your favourite or some totally new moves. Ouch!



On the other hand, you might want to check out some of the top-of-the-line weaponry on offer? Barbed wire on a stick? Suits you sir!

Multi Play exhibition

L MATCH / PLAYER / ARENA / RULES / BELT / R

RAW is WAR™
No Mercy™
SMACKDOWN™
KING of the RING™
SUMMERSLAM™
SURVIVOR SERIES™
Royal Rumble™
WRESTLEMANIA™
BACKLASH™
ARMAGEDDON™



[Above] There are loads of different arenas to fight in, all based on real-life television shows and Pay-Per-View events. Excellent!

also been included such as the Guest Referee match – while two people fight, a third can act as the referee and choose to either call it down the middle or favour a particular person... to the point of kicking the opponent's ass!

The most stupendous addition of all though has to be the Ladder match – an object is hung directly above the ring and a 10ft ladder placed outside. The only way to win? To climb up on the ladder and grab the prize... without getting knocked off by your opponent. We've seen violent matches before, but this one really takes the cake – you have to see it to believe it.

Speaking of ladders, there's a little thing that crops up in *WWF No Mercy* that'll have the wrestling fans out there dribbling

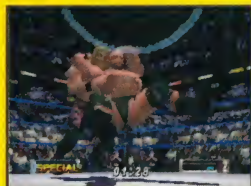
with pleasure – it's called Hardcore. With a constant demand for more and more violence in their entertainment diet, the WWF have delivered with Hardcore wrestling and not surprisingly it's found its way into *No Mercy*. As well as the weapons found in the ring area, you can now go backstage and fight in locations such as the locker room, the parking lot, the boiler room and even a bar stocked with liquor and a pool table (that you can smash your opponents through). Ever fancied giving a steel chair to your friends in all the wrong ways? Here's your chance – enjoy.

Think Of The Children!

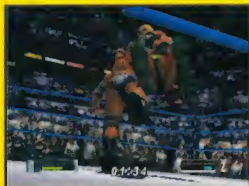
If you're playing the game on your own though, you'll probably want something a bit more satisfying than just your average one-off match. Thankfully, there's also the obligatory Career mode for you to play through... but again, they've gone and overhauled that as well (is there nothing they won't do?) After the

Laying The Smackdown

What's the most important thing in wrestling? Crowd pleasing, that's what. There's no doubt that the impressive finishing move of each wrestler is what the crowd waits for... so THQ have included all of them. Yep, ALL of them. How great are they?



Ahh, the Stone Cold Stunner. Since Austin has been away, we've started to miss this – oh, and his lovely lady wife Debra too.



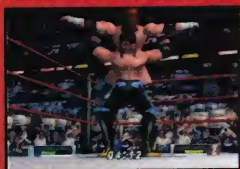
Rock Bottom! Rock Bottom! Short of the People's Elbow, this has to be one of the most popular moves in sports entertainment today.



Somehow, we don't think that applying the Walls Of Jericho is going to be good for someone's back. Ask your local physiotherapist.



Mmm, lovely. We can't think of anywhere worse than being thrust between the thighs of a fat bloke in a skirt. Except maybe Bolton.



[Above] When you get to the top of the ladder, you need to hammer on the buttons like mad to get the prize and watch for your opponent!



[Above] Kurt Angle is the WWF's Olympic hero and a man to look up to in life. The three I's are just the best – it's true, it's true!

Tables, Ladders And Chairs... Oh my

Of course, any WWF fan will know that no amount of metal signs, fire extinguishers and baseball bats can provide the same satisfaction as the staple diet of the hardcore wrestler –

tables, ladders and chairs. Ladders only turn up during the Ladder matches (well, duh) but pay a visit backstage during any hardcore-rules fight and you find all the tables and chairs you

need to cause more mayhem than is humanly possible. There's even a Spanish announcing table by ringside. If you can't wait to smash someone through some wood. D'Von... get the tables!



introduction of interactive storylines by WWF Smackdown on the PlayStation, No Mercy manages to set the scene of a career across a number



[Above] This move's called a Frog Splash – not a Belly Flop, as most people around here seem to think. It takes skill, you see...

"We've seen violent matches before, but this one really does takes the cake!"

of WWF television shows. Rather than just playing through a year of events as in *Wrestlemania 2000* though, you can choose which of the Championship belts you compete for. Each one has its own set of matches and stipulations that need to be adhered to before you can emerge as a champion.

For example, say you take up the challenge for the Intercontinental Championship – not only do you have to win the belt, but you also have to defend it. When opponents challenge you, you have to follow whatever stipulations are thrown at you in order to keep the story going your way. It could be something as simple as just winning the match... or it could involve winning in less than three minutes, coming out on top of a Ladder match or even interfering in

another person's match so that they lose. Throw in the between-match interviews, choices to make along the way (do you pay people to protect you... or let them beat you up?) and even the option to link-up the Game Boy Colour version of *No Mercy* for an extra Championship challenge and... well, you begin to see that there's just so much to this game!

Pimpin' Aint Easy

The final thing that has received a complete makeover since *Wrestlemania 2000* is the bread and butter of many sports games today – the Create-A-Character mode. Making your own wrestler is something that many people buy these games for,



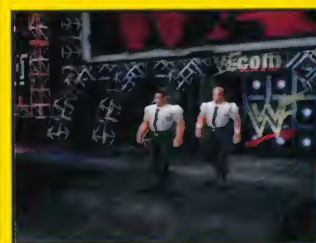
[Above] The introduction to each match sets the scene perfectly – it's just like watching the real thing on TV!



[Above] Apparently, the WWF have banned all moves like this from their shows because they're too dangerous. Well, duh...

Making An Entrance

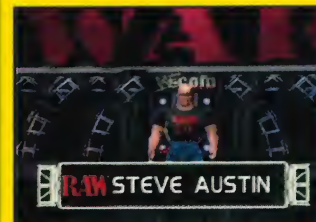
It's all about making an impact, apparently. When your music strikes up, you want your opponent to know you're coming to kick their ass while the crowd rallies behind you... well, it's a wrestling thing. Like the rest of the game, each wrestler's walk down to the squared circle has been spiced up a bit and replicates the real thing very nicely – we're well impressed!



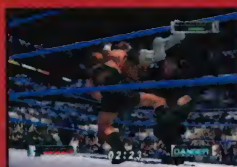
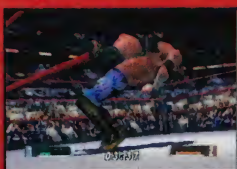
Boo! The Right To Censor always come out in a group, if only to make themselves seem more important. That siren is so annoying...



Ooh, he's so mean... and angry... and Canadian. Triple H is one nasty customer, but at least his entrance kicks some serious butt.



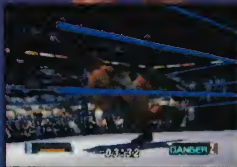
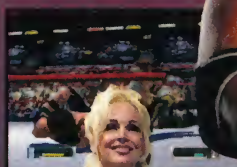
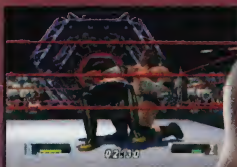
"When you hear the glass, it means your ass..." at least, that's what the man himself says. Personally, we'd call a glazier immediately.



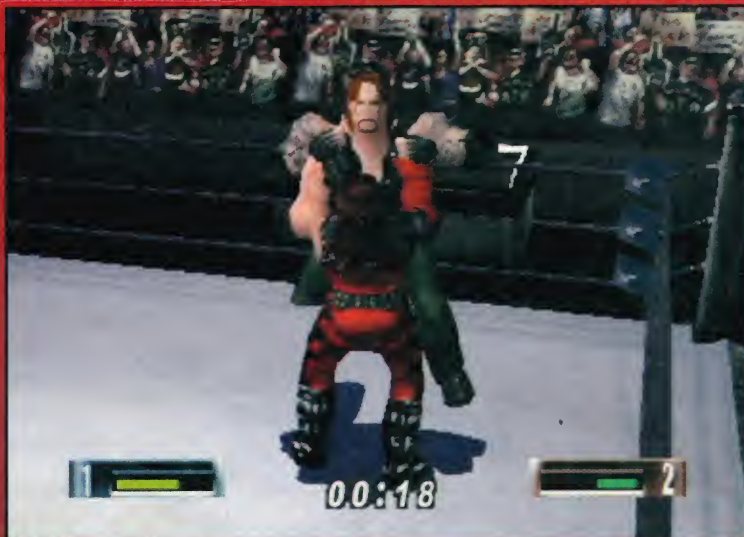
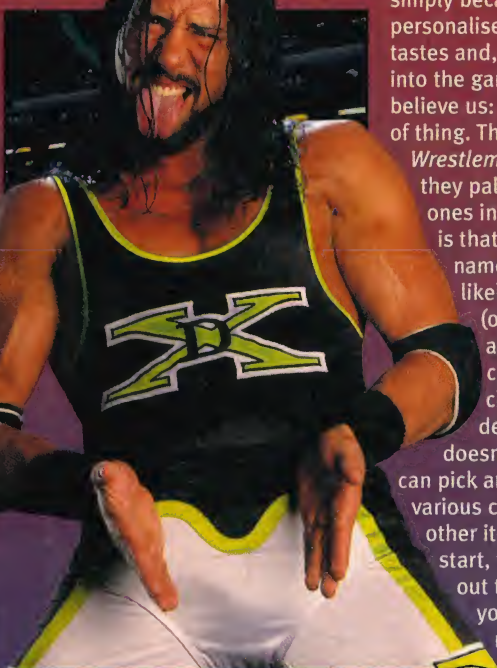
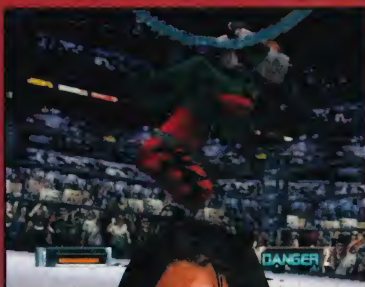
[Above] Some of the finishing moves in the game (like The Showstopper, shown here) really look as though they might hurt!



[Above] How a big fat bloke like Rikishi can even think about getting his leg that high off the ground is totally beyond us. Scary!



[Above] Hey, it's the DDT! Scotty Too Hotty is one hip cat – with his funky moonwalking and ace hat, even Roy wants to be him!



[Above] Kane's one of the most popular wrestlers around these parts... unlike the Undertaker who's taken to dressing like a dustman.

simply because it means they can personalise things to their own tastes and, of course, put themselves into the game. Yes, it sounds odd but believe us: people like to do that sort of thing. The editing functions in *Wrestlemania 2000* were good but they pale in comparison to the ones in *No Mercy* – yep, it really is that comprehensive. You name it and you can most likely play around with it (ooer). Every little detail about your created wrestler can be chopped and changed to your heart's desire, and of course, it doesn't stop there. While you can pick and choose from the various clothing, weapons and other items on offer from the start, there's always someone out there who wants more – you know, the kid who moans that there aren't

enough hairstyles or wristbands... stupid stuff like that. You want more? Well, fine – have some more. By paying a quick trip to the Smackdown Mall (yes, we laughed too), you find a whole selection of new items on offer for you to use when making your own wrestler. Everything from old-school costumes, snazzy lycra pants, weird and wonderful new moves and even weapons like a bazooka can be found in the mall... as long as you've got the cash. Haven't earned enough yet? Well, you'd better go back to winning those belts then...

That's The Bottom Line...

Okay, so we've probably heaped more praise on *No Mercy* than any game we've reviewed in recent times – so we really should try and find something wrong with it as well. Hmm, tough task... okay, we can think of one or two things.

Super-Secret Wrestler Squad

What would a wrestling game be without a few extra wrestlers for you to find along the way? Rubbish, that's what. Thankfully, *WWF No Mercy* is packed with more secret fighters than a very large box stamped 'Secret Fighters'. Ever wanted to wrestle as the owner of the WWF, one of the commentators or an eighty-year-old female ex-wrestler? Well, neither have we – still, it's nice to have the option. But how do you release each of these super-secret hidden characters? Well, we could tell you but then we'd have to kill you... so it looks like you're going to have to find out for yourselves. Sorry.



He's just a sexy boy and he's back for more – everyone's favourite secret wrestler makes another appearance.



Mmm, there's nothing like pitting a grown man against a wrinkly eighty-year-old lady. Just don't go pulling her wrinkles...



We have no idea why this guy's here – he's a commentator (not a very good one at that). Do you care? No, course not.



But he's dead! That doesn't seem to stop André The Giant from being hidden away inside the game. Can you track him down?



[Above] The Tazzmission is supposedly one of the most devastating moves around – we think it just looks like he's giving him a hug. Aah.



[Above] Everyone loves the People's Elbow – it's the move of the people, after all. One thing though – it's actually really stupid...

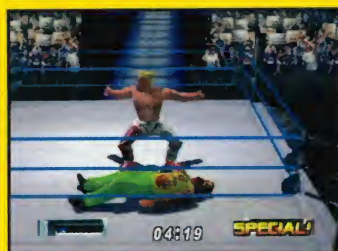


W... O... R... M!

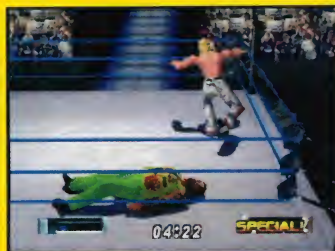
Trust the guys at THQ – they've even gone and included one of the most popular moves in the WWF

today... The Worm! Unfortunately no matter how much we practised... and we practised! none of us

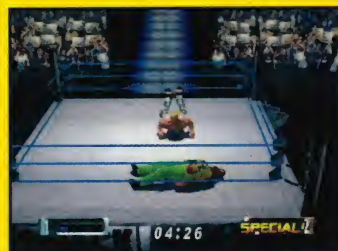
on the 64 MAG team could do The Worm as well as Scotty Too Hotty... not even Roy. Bummer.



One flick of the stick and it's time for that very special move... with his eyes bulging and the crowd cheering, we all know it!



W... O... R... M! Yes, he looks pretty stupid hopping around on one leg while the crowd chant but then that's all part of the fun.



He's a walking, talking, break-dancing machine – once he gets into his worm, there ain't no stopping Mr Too Hotty... no sreee!



Huh! Huh! Huh! You know there's going to be some pain when Scotty starts waving his arms around like some kind of madman!

Perhaps. For starters, you've got to go with that old chestnut that we all know and love – it's a WRESTLING game. It's well known that not everyone likes wrestling (really) so there are quite a few people out there who are going to hate No Mercy with a passion for just that reason. Then there's

argument is that people would buy this game even if it only had very minor differences simply because they love wrestling games. Thankfully, there's plenty of new stuff to experience in *No Mercy*, making it a worth successor to *Wrestlemania 2000* and a good purchase for anyone looking for a good fighting

"The editing functions in *Wrestlemania 2000* were good but they pale in comparison to the ones in *No Mercy*"

the fact that despite the additions and tweaks, *No Mercy* is essentially more of an update of *Wrestlemania 2000* than a totally new game. Granted, this is true – of course, the counter

game. Apart from that though, there just isn't anything we can fault about *WWF No Mercy*. All the things we complained about in our review of *Wrestlemania 2000* (muffled sound, slightly dodgy graphics, missing moves and so on) have all been fixed... and don't start about there being no commentary to complement the action because to be honest, we all know that having some rambling bloke shouting out the same four phrases over and over gets very annoying. This is, quite categorically, the BEST wrestling game to ever come out on the N64! ■

2nd Opinion

Rating



→ When THQ's first wrestling game appeared on the N64 I was pleasantly surprised and with each new incarnation they've just got better! This one is – quite simply – the epitome of the genre and a must for wrestling and non-wrestling fans alike. Give in to it!

→ Roy Kimber

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

WWF Wrestlemania 2000: THQ
Reviewed: Issue 34, 93%
WCW/NWO: Nintendo
Reviewed: Issue 20, 85%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

95

Soundbite:

They've done it again – it's THQ in another 'Best Wrestling Game Ever' shocker!

MEMORY
OPTIONS

- **MEMORY:** Saves cars, race positions and so on.
- **CONTROLLER PAK** N/A

NINFO

→ PLAYERS



→ EXPANSION PAK



→ RUMBLE PAK



Publisher	Video System
Developer	Ubisoft
Game Type	Racing Sim
Origin	France
Release	October
Price	£39.99

\$64,000
QUESTION

- ⊕ Fast and smooth!
- ⊕ As pretty as a picture
- ⊖ Fun, but no lasting challenge
- ⊖ A little tricky to master

F1 Racing Championi

Helmet, Check! Car, Check! Flag, Chequered!

64
MAGAZINE
STILLER

37

onship



[Above] Make sure that your car is up to scratch, otherwise you'll fail your MOT and never be able to get rid of the old banger!

"there really is a sense of speed as trees and stadiums streak past you."

Let's be honest from the outset. We probably know about enough Formula 1 Racing to get us through a review of any simulation game, but that still isn't very much. Probably the amount we do know would be hard pushed to fill an ant's thimble and so when it comes down to it, it seems to us to be just a bunch of fast aerodynamic cars going very quickly in the same direction around

to start. Let's get this straight, it's a great game, there's no doubt about it. There is everything you could possibly ever need to organise and compete in your own championship contained on one chunky cart. The game also scores bonus points for trying to rope in the new player by offering so many options and different variants that you can train your skills on any track, with

area is the single race option.

In both of these you can just jump in at the deep end and get straight behind that wheel. As you'll quickly discover, racing in a Formula One car is not the walk in the park you thought it was.

a race track. Does this lack of experience behind the real wheel of a racing car mean our reviews cannot fully justify the whole experience? Well, no, of course not because we've had plenty of hours of driving experience from the safety of our couch! What we don't know about the real cars we more than make up for when it comes to their polygon counterparts (honest)!

Start Your Engines

It has to be said, if it is realism you are looking for then *F1 Racing Championship* is a damn fine place

any car, in any weather conditions you desire. The best way to judge this title is to imagine you have never played a single racing game in your life, no, not even *Chase HQ*!

There are, basically, two main types of game available to you in *F1 Racing Championship*: Arcade or Simulation. In both of these there are as many options as there are Dalmatians in that film (okay, slight exaggeration!) For those of you who just want to dive into it, in the Arcade area there is the 'pick up and play' option which does exactly what it says on the tin. A similar alternative in the Simulation

In The Pit? Yes Master!

With the damage factor set, feel free to race like an idiot around the track but expect to pay big-time for those silly little collisions. The more damage you do to your car the worse it handles, especially on the corners. Get to the pit as soon as you can and those darling men will fix you up good and proper, just like the mice from *Bagpuss*!



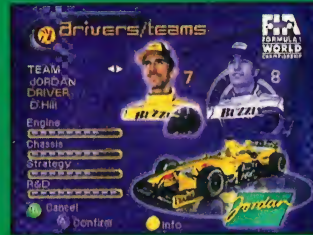
[Above] Two little dicky birds, sitting on a wall, one named Peter, one named Hakkinen... what do you reckon, catchy?



[Above] Your first time behind the wheel of an F1 car. When I touch the dashboard I would like you to come to a complete stop!

Decisions, Decisions...

Those magnificent men in their driving machines are there for you whenever you need them, and there are plenty of them to go around! You can be any one of them you care to be and in any one of their designated sponsored vehicles. You know the kind, the cars with more brand names on the side of them than a supermarket shelf! So decide right now, who do you want to be today?



[Below] This is not just an options screen, this is a God simulator allowing you to control the elements of the race. Who's in control now?



You'll probably (if you have never played before) find yourself sliding off the road, over-shooting at corners and spinning off with annoying frequency. So what is an angered racing enthusiast to do? Get your backside into training, that's what!

First Lap

In fact, if you have any sense at all, you should make training your first port of call as Formula One is not the easiest of sports to master as any Schumacher or Coulthard will tell you over dinner over and over again until you get the point! The training section allows you to mix and match your

the road you should be clinging to for dear life! Mastering the art of taking corners takes some time and patience but – and trust us on this one – you will be thankful you did. It is all well and good to just take the game head on and think you can master it, but try taking that attitude on the real thing. Those drivers will kick a lovely shoe shape in your butt and send you scurrying home as they laugh and point!

Second Lap

So, once you have paid your dues in the training area and you believe it is time to move on to the 'real' thing

"if you haven't got an F1 game for your N64 yet – get this one!"

driving conditions on any track you desire and put your skills (if any) into practice. When you get onto the track, your car changes colour to tell you how fast you are going and if it is appropriate for that section of the road, whilst signs appear on the screen to tell

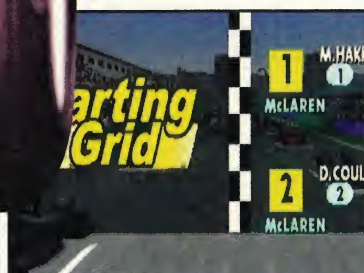
you to slow down or speed up. It's all very handy as we're sure you'll agree, especially when you notice that there is a phantom car

(whooooo!) just ahead of you suggesting what side of

then it is back to that choice between Simulation or Arcade. In simulation mode you really get a good view of how impressive this game is! Firstly, it's carefully detailed and looks rather nice. You can see the action from a

fair few different camera positions and there are more angles than your average dodecahedron has to view them from. Another interesting little novelty is that, depending

on how close the camera is to the race, the noises of the engine and other vehicles vary in volume! So if you are sitting right in the cockpit



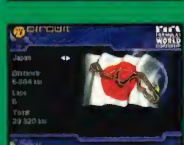
[Above] They are under starters orders, they have taken their place on the grid... you are at the very back, so don't get your hopes up!



[Above] In days of old, when men were bold and Cornflakes weren't invented. Ah, the golden days of racing... or is the colour off?

Even More Choices!

There are more choices of race course than there are fingers and toes on your whole body (provided you have not got any extra extremities) and these courses vary in difficulty as you travel around the globe. When you are playing as a rookie, some of the easier ones are available to you so that you can test the water (as it were). If you are a particularly cocky driver then see how the Pros do it and then run back screaming to the courses you thought were too easy for you. See, that'll teach you!



[Above] *I'm no Murrey Walker, but darn, that car is a bit on the nippy side isn't it? Of course, I could take them in my Ford Escort – three times around the car park!*

along with your designated driver the noise is quite ferocious, but if you have decided to look at the race from above and behind the roar is considerably lessened. Another cool touch is when the vehicle strays from the course and onto grass or dirt, as all those elements cling to the wheels bringing out the detail on the tyres. Eventually, that grass (or dust) fades away, leaving the tyres spotless again! It's this kind of detail that really forces you to appreciate the game so much more, even if you completely suck at it!



Final Lap

The cars handle well and respond smoothly to the movement of the analogue stick. Depending on the conditions of the track the vehicles react accordingly and it takes a lot of effort to keep those fast moving, four-wheeled speedsters on the road! Each course is rendered beautifully and Monaco especially captures the feel of the course perfectly with narrow lanes, sharp bends and crowded streets. As you tear through the race, there really is a sense of speed as trees and stadiums streak past you. The animation is smooth and flows along at a very realistic pace, making the overall look of *F1 Championship* extremely polished!

Chequered Flag

As for challenge and gameplay there are certainly enough things for you to do in this title – that all important training session should keep you busy for quite some time to start with and you can customise almost any specific detail in the game that you want. If you want no damage to show when crash, you got it! If you prefer to drive in good weather conditions, you got it! In fact the only thing you can't do is shake a giant bottle of Champagne all over your friends after the race... well, you could do it with a bottle of fizzy pop but please, think of the mess you'd make of your carpet!

Bubbly!

If challenging the best of the world's racers is your thing then the simulation mode is probably just the speeding ticket for you. However, if you want some basic 'beat the checkpoint' action, then you need only look at the Arcade section. Each area has its fair share of extras: multiplayer, time trail, practice runs and qualifying races, all this and more and so there is little to complain about on that front. To the inexperienced player, it may all seem a tad frustrating at first but practice makes perfect and those who persevere will reap the benefits. It is pointless to compare this to *F1 World Grand Prix* as they are both excellent racing games, however if you do own the previous title then there might not be much point in purchasing this one too, although *Racing Championship* does just pip *World Grand Prix* for speed. All in all a top F1 racing game and if you haven't got one of them for your N64 yet – get this one! ■

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

F1 World Grand Prix: Nintendo

Reviewed: Issue 18, 94%

F1 World Grand Prix 2: Nintendo

Reviewed: Issue 30, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

92

Soundbite:
As smooth as the tarmac you are racing on!

2nd Opinion



→ I honestly didn't think that F1 racing games could get any faster on the N64 – but here I am proved wrong! This game is fast, smooth and handles like a dream with a nicely polished front-end and options coming out of its ears. Altogether now: "I feel the need..."

→ Roy Kimber

Duck Dodgers

In The 24th

Although Bugs Bunny was pretty much the main man when it came to the wacky world of Looney Tunes, it is probably fair to say that everyone's favourite had to be Daffy Duck. Just like while Mickey Mouse was the flagship character for Disney, Donald Duck was the one we secretly admired. Does this say something about our opinion of ducks or do they just make better cartoon characters? The one thing Daffy and Donald do have in common (apart from both being ducks) is that they were always the funnier cartoons and that they were both treated like dirt by the other characters in their world. When it came to being the butt of everyone's jokes, Daffy was always on the receiving end of Bugs' belittling barbs, however,

when he ventured up into space, Daffy transformed into heroic space adventurer Duck Dodgers!

Lucky Duck

It is in this guise that you assume the role of Daffy in this latest edition to the N64's platform genre. Somewhere in the galaxy, Marvin the Martian is planning his most devious plot yet. He has built a huge weapon of mass destruction and has it pointed it straight at the planet Earth. Luckily for us, he's forgotten to charge up the gun with energy atoms and so it is up to Duck Dodgers to save the day. Along with his sidekick Space Cadet Porky, Daffy – sorry – Dodgers, must go from planet to planet collecting these atoms before Marvin and his cronies get to them first.



[Above] Well, if they are all depending on me, I'd better not balls this one up like my last job. Thirteen dead, oh the horror!





[Above]...What shall we do with a drunken spaceman early in the morning? Let's take his helmet off and let his head pop like a balloon!



And A Half Century

The Future's bright, the future's duck a l'orange!

MEMORY OPTIONS

→ **MEMORY:** N/A

→ **CONTROLLER PAK** Saves game position

\$64,000 QUESTION

- Great laughs
- Plenty of challenges
- Annoying, difficult moments
- Save options are few and far between



Each planet revolves around a theme based on the main bad guy who inhabits that world so, for instance, Rocky the Gangster lives on a planet that is stuck in a New York prohibition-style era, whilst Yosemite Sam sails through space in a giant galleon. Each planet or area is

sure that this game looks as good as it plays. It takes a little time to get used to the controls and getting to grips with all the various moves within these environments also takes patience. Once this small matter has been dealt with though, working your way through the many levels should

give you hour upon hour of enjoyable gameplay. This is not because the areas are particularly massive (although there are enough missions to accomplish

and mazes to overcome), it is more to do with the sheer uneven quality of the gameplay.

Duck Dastardly

Overall for every five good points that can be made about the game, there is usually one big fat ugly problem that sometimes spoils the fun. The main example of this is when, after battling through hoards of enemies and completing some of the really fun challenges, you suddenly find yourself at a spot that seems impossible to overcome at first glance. This eventually not only stops the enjoyment dead in its tracks but



OK SPACE CADET PORKY.

[Above] Never put a pig in charge of a dangerous mission, there is a chance he'll get into trouble and you will have to save his bacon.

Amazing!

Feel like running like a crazed idiot through a maze of narrow security corridors, punching happy security guards who are only trying to do their jobs? If you don't then tough nuts because you have to if you're going to progress any further in this adventure. Just be careful that you don't get captured by those pesky guards or it's a swift kick in the butt back to the start and that would be very inconvenient, wouldn't it?



"a great game that you will probably love and hate with equal amounts of passion"

colourful and imaginative and it is obvious that a lot of care and attention has been put into making



[Above] It may look like a puzzle Daffy has to solve, but in actual fact it is his newly-installed disco dance floor!

NINFO

→ **PLAYERS**

→ **EXPANSION PAK**

→ **RUMBLE PAK**

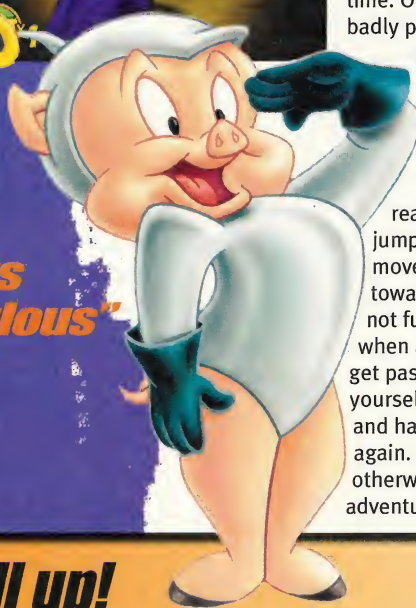
Publisher	Infogrames
Developer	Paradigm
Game Type	Platform
Origin	US
Release	17th October
Price	£39.99 (TBC)

We're all Doomed!

Take a break from the old jumping, running and kicking lark to grab a big gun and head off to *Doomsville* for some first person zap-ass adventure. Blast doors wide open, dodge robo-pirate bullets and return the favour with a blast from your trusty laser cannon.



"The game looks absolutely fabulous"



causes plenty of frustration and saps away at your lives until you are utterly dead. There also seems to be a slight lack of save points which means you have to sit in front of your TV screen for quite some time before you can finally get to a save position and save whatever stage you are at for another time. Often, these save points are badly placed, causing you – when you die – to have to trek back through all the same problems and difficult bits that you hoped you wouldn't have to see again!

When will games developers realise that tricky platform jumping, especially when one false move will send you plummeting towards an immediate death, is just not fun or challenging? Doubly so when after spending all your lives to get past a certain point you find yourself right back at the beginning and have to go through it all over again. This is a major flaw in this otherwise hugely enjoyable adventure which if you persevere with



[Above] Surfing is only when you have a board with you as Daffy found out. His feet were wrapped up in bandages for weeks!

it, will give you plenty of challenges and many laughs along the way.

Peaking Duck

Two of the game's saving graces are its presentation and its humour. The graphics look absolutely fabulous, capturing the look and feel of those classic Warner Brothers cartoons of yore. The cut-scenes at the beginning and the end of the levels are just like watching the real cartoon and most importantly, happen to be very funny! The 'Midas Touch' for this game though is in the inclusion of specially recorded dialogue for many of the various Looney Toons characters. These voices are not just confined to the cut-scenes either and extend into a lot of the action within the game, just adding to the fun. Daffy squeals with delight when his greedy little eyes fall upon some goodies, he trades insults with not only his enemies but with you too, telling you to pull your finger out if you leave the action alone for too long. When he gets angry, he really gets angry and everything from signs saying "Eeek!" when Daffy falls from his doom to the "Woo Hoos" he screams when he is successfully get thrown into the pot! Our favourite gag is when Yosemite Sam's Galleon passes you by in a scene reminiscent of the beginning of *Star Wars*, and reveals a bumper sticker on its stern reading: "How's My Pirating?"

Duck Down

There are plenty of challenges and a variety of styles scattered throughout this game to keep even the most impatient of gamers happy. At certain



[Above] He's a duck sure, but if you give him any trouble he'll stick his gun in your face and blast your teeth out of your head!

Roll up, Roll up!

When you find yourself in what appears to be New York City, feel free to take in the sites, of which there are many. All these little diversions may seem like just a little bit of fun but if you succeed in completing these challenges you are granted a lovely gift!



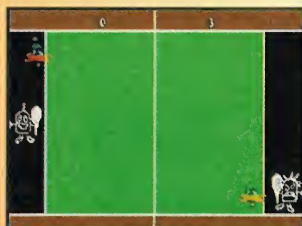
Gymnasium

Venture inside for quick spot of Basketball that will push your skill to the limit. Score ten shots in 80 seconds to get that all-elusive prize.



Boxing Match

There is a lot more at stake than just a prize here, one wrong move and you'll be out for the count. Simply knock this guy out to win!



The Arcade

Try out the shooting gallery, test your strength or maybe even indulge in a bit of Daffy Pong! Finish Pong to unlock a two-player version!



[Above] This is Dodger's very own space ship that he drives recklessly around the galaxy. This is why he has six points on his licence.



[Below] His craft is dive-bombing down to Earth but he isn't praying to be saved, he's hoping the crash won't damage his pretty face!



[Below] Surrounded by blue beams can be very pretty, but not if there is a crazy cyborg right behind you with a gun!



or some helicopter blades to your back and zoom across the landscape, other times you pick up a gun and find yourself in *Doom* mode. In *Rocky the Gangster's* urban city you can take time out to play at the Arcades for a quick shooting gallery session, a 'test your strength' machine or maybe even a game of *Pong* or two to gain more goodies and some bonus two-player games!

Duck Apple

Duck Dodgers will definitely keep your fingers busy for a very long time and you'll never get bored because one of the reasons you don't get too annoyed with the game is that you simply have to keep playing to see what happens next. Basically the game is very addictive, not just due to the gameplay, but also because of the

humour and variety of the challenges. You'll laugh, you'll scratch your head in wonder but unfortunately, at times you may also want to smash your machine in with an enraged fist!

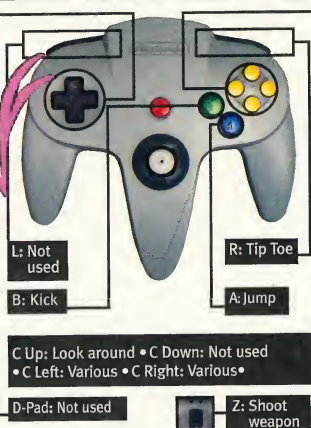
In many ways this is a very confused outcome, a great game that you will probably love and hate with equal amounts of passion. Even though there is much to rave about there is also much to shake a tired fist at! At first the game is fiddly and tricky to control – Daffy's kicking action is not really all that effective – the initial stages are also far too difficult to begin with and the camera roams about a bit too enthusiastically. Once these problems are dealt with the game plays beautifully until, as said before, a bloody great frustrating obstacle stops you dead in your tracks.

Duck Soup

At the end of the day *Duck Dodgers* is a marvellous game in some respects but it will be interesting to see just who the game is aimed at because many adult gamers probably won't be interested in a game they see as being "for kids" and yet the game is too difficult in places for many younger players. This is a shame because if you decide not to give this game a chance then in the words of Daffy himself: "You're despicable!" ■

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Donkey Kong: Nintendo
Reviewed: Issue 34, 93%
Banjo Kazooie: Nintendo
Reviewed: Issue 16, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

85%

Soundbite:

A great Looney Tunes game with a few frustrating elements.

2nd Opinion

Rating



I was pleasantly surprised by *Duck Dodgers*, having played some fairly uninspiring early code of it. There's a nice range of gameplay-styles on offer throughout and the humour is just great – but then what else would you expect from Daffy Duck?

Roy Kimber



Army Men: Air Combat

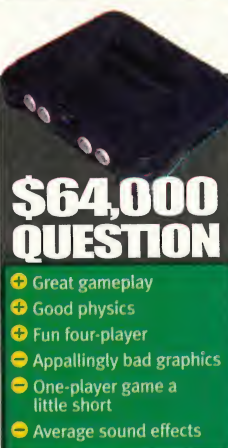
The Army Men get airborne, but has this game got any lift?



[Above] When everything hits the fan like this it's a good idea to grab a shield power-up – like those blue swirly things.

[Above] On one of the missions you have to escort a train safely to the end of the track, which unfortunately is covered with junk!





[Below] If there's one thing you don't want to do in this game it's annoy the insects – they're much bigger than you for one thing!



[Below] It's worth dying at least once, if only to see the impressively large explosion that your helicopter produces!



[Above] When you're surrounded on all sides by the Tan like this it's a good idea to drop a flare – in no time at all the boys in green parachute in.

While back the Army Men launched a full assault on the N64 market with *Army Men: Sarge's Heroes* and now they're back with a vengeance! They've pulled out their choppers and are taking the age-old battle against the Tan hordes to the skies. In *Army Men: Air Combat* you play an ace helicopter pilot sent in to stop the Tan army in its tracks, imagine *Nuclear Strike* with a toy soldier theme and you get the idea of what this game is all about.

Air Combat actually has many more innovative ideas than *Nuclear Strike* – none more so than with the winch.

"this game looks like a first-generation title"

Just like the long running *Strike* series this game employs a winch which can be used to pick up objects in the level and to collect ammo supplies. With a slightly less down-to-earth theme on its side 3DO have taken the use of the winch one step further though, making it almost the deadliest weapon in the game! The device can be used to pick up rocks, coke cans and practically anything else that happens to be lying around. 'Not that useful' you might say but guess what happens when you drop those objects onto a Tan enemy?

[Below] This flying saucer acts as your support unit on one of the missions and it's equipped with a rather cool laser!



Who needs to waste loads of ammunition when you can simply drop a can of pop onto your unsuspecting opponent instead?

Spinning Blades

When you do have a suitably over-the-top object dangling from your underside it's amazing just how realistic the physics of the helicopter feel. Okay so you probably haven't been flying many Chinooks in your spare time but if you ever did you could imagine that the effects of a heavy weight suspended beneath would be a little like they are in this

game. Changing direction with a rock tied to your helicopter is a completely different story to when you're free from burden. The inertia and swaying that you get whilst carrying something really adds to the fun of the game.

Of course the winch isn't the only weapon in your arsenal and the most enjoyable thing

Four Choppers Are Better Than One

Despite the rosey graphics you get when the screen is split the most fun to be had in this game is in the multiplayer mode.



To add a bit of life to *Army Men: Air Combat* you can play through the entire game in two-player co-operative mode! With two of you against the tan you should be able to finish the game in no time at all. Of course if you're not on good terms with your mate you can also play one of the many Vs games.



With up to four players in a bout the deathmatch and Vs games can be great fun to play. As well as the usual deathmatch and capture the flag style games you get a few more original modes of play. The most exciting of which has to be the bug hunt where you get to play exterminator and kill all the creepy critters!

Big Trouble In Little China

This game may be all about war but the settings always remind you that it's just toys that you're playing with. The 'ourworld' missions are littered with everyday objects - although quite why someone has left cat food in the garden is a complete mystery!



[Below] As well as the Tan and the Green forces you have the Blue army to contend with too. They fight for whoever pays them.



about *Air Combat* is the way you can just turn on the game and let rip at the Tan army. The action comes thick and fast and the weapon supply crates are scattered all over the place so you never have to worry about being trigger-happy! Weapons include missiles, napalm, cherry bombs and a trusty chain gun to make light work of the plastic soldiers. The best weapon however has to be the flare. Drop a flare on the ground and a couple of friendly troops parachute in to back you up, running at the enemy with rockets strapped to their backs, kamikaze style! You can't get a much more dedicated soldier in your army than that!

Smoking Rockets

To add a bit of variety to the game you can also choose between four different choppers - all of which are based on their real-life counterparts. There's the Huey, Chinook, Apache and Stallion to choose from and they all have different stats to bear in mind. To make matters even more complicated there's even a selection

of co-pilots to choose from to help fly your chosen aircraft into the heat of battle. All have their own strengths and each pilot also has a particular weapon which they are especially good at using. Selecting the perfect team of co-pilot and helicopter type is essential for each mission and does make all the difference between an easy and a rough ride.

There are 16 missions in all to play through in *Air Combat*, each involving tasks ranging from escort details to delivery missions. Oh... and there is of course copious amounts of sheer destruction required to keep the old adrenaline ticking over. The problem is that each mission doesn't take that long to complete - especially when you realise that there are a whole host of things that can be used to your advantage.

Melting Plastic

You've got the high-powered homing missiles and the flaming napalm but the biggest killers in this game are the giant insects! Which brings us back around to the winch again. You



Incoming!

The most powerful tool at your disposal is the winch. If the ammo's running low you can always resort to using any objects lying around to take out armoured tanks in one hit!



First collect a suitably heavy object like this full drink cup and find a target that's deserving of its punishment...



...next position yourself over the poor unfortunate victim and get ready to pull the lever to...



...drop the cup! Whoever it was who said that the pen was mightier than the sword obviously never heard of *Air Combat*!

Next on Sky One!: When Insects Attack!

On some of the levels you can call on backup not only from your own team but also from the local wildlife. Or to be a little more precise – the insects!



If you're experiencing a bit of trouble trying to get through the Tan defences try a different tactic...



If you can find a donut it's worthwhile collecting it with your winch and taking it across to the enemy base...



Where in a scene it's possible of *Starship Troopers* the tank swarm in and attack the base to get at the donut!



battle. Despite the fact that this four-

player mode runs smoothly and is enjoyable

to play it does highlight the biggest problem of the game – the graphics! There is no doubt about it, this game looks like a first-generation title. The poor quality blurred visuals are noticeable from a mile away in the one-player game and this is made even worse when you've got a four-way split screen! The only saving grace is some nice graphical effects on the guns but even these really look like they have come from an older game.

Crash And Burn

Army Men: Air Combat is good for a short sharp burst of fun but don't expect to be playing it for hours on end. If you do manage to stick it out through the low quality graphics and the average sound effects then odds are you'll finish the game easily! This is only really worth getting if you can convince three other people to play at the same time as you. ■

[Below] They may look like rather odd bulbs but those red things are cherry bombs – perfect for knocking out anthills!



can't use the winch to pick up insects but what you can do is use it to lure the creepy-crawly things to your enemy. Pick up a donut for example and ants follow you around or pick up a flower to have the bees at your command! This is not only a highly original idea but it's also great fun leading bugs into the enemy base and then sitting back and watching the carnage that ensues! The problem is that with all these

"don't expect to be playing it for hours on end."

different ways to kill the bad-guys it does make the game a little easy and thus the 16 missions don't exactly last very long.

The multiplayer mode does make up for this to some extent as you can play through the entire game co-op or even set up a four-player

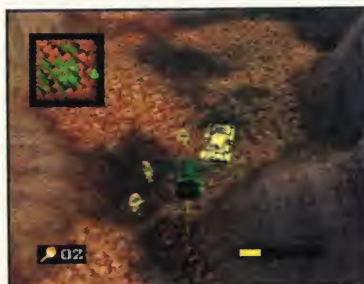
2nd Opinion

Rating



→ This game is great fun and has some novel ideas. The addition of a four-player mode which the original PSX version didn't have is nice but sadly the graphics are downright appalling. It's almost like they were ported directly from the 32-bit... which is a shame.

→ Roy Kimber



64

BOTTOM LINE

CONTROLS



ALTERNATIVES

Nuclear Strike: THQ

Reviewed: Issue 42, 80%

Army Men: Sarge's Heroes: 3DO

Reviewed: Issue 35, 74%

RATING

Graphics



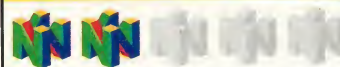
Audio



Gameplay



Challenge



OVERALL SCORE

69

Soundbite:

A good opportunity wasted due to poor graphics and a too-easy difficulty level.

Brunswick Circuit

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	THQ
Developer	Print of View
Game Type	Sports Sim
Origin	USA
Release	Out now (import)
Price	£49.99

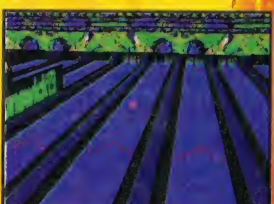
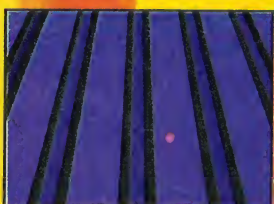
[Below] This is just one of the many lane types available. Look at the finish on that wood. So smooth it'll make you buy it a drink.



Out Of This World!

Just like on a Saturday night, when Bowling Alleys across the globe decide they need a gimmick to pull in the crowds, so does this game. It's Cosmic

Bowling everyone! Turn the lights out, stick on some disco hits and try to have a bit more fun than if you were playing under normal light!



A game that's barely out of the gutter!

Ten-pin bowling can be fun, but only in a kind of "we've nothing else to do" type way! Under close scrutiny, there are tons of things that suck all the fun right out of the sport. You have to wear ugly shoes that, no matter what size you ask for, always seems to be a little bit too big or a little too small for you. Frustration and anger builds up inside you as you wait to bowl, knowing you are just going to do as badly as before and it always seems to be your ball that disappears down the back of the alley, failing to materialise for half an hour, therefore holding everyone else's game up. Yet, despite all these complaints, they are what make the non-professional bowler's night out a hit! It's about this time in the review that it seems appropriate to talk about *Brunswick Circuit Pro Bowling*.

Although it may boast being 'ultra-realistic' in its bowling physics, this game is totally bereft of any of the fun of actually playing the game for

real. While there is nothing wrong with it, there just isn't anything beyond the actual bowling action to warrant a long gameplay challenge.

There may be a whole mess of buttons to press just for you to throw the ball, but once those are consigned to memory, the game really only becomes a matter of timing your speed and accuracy on the A button. Repeat until you have a fair idea of how to score a strike and... well, that's it! Of course, there are variations of game styles: skins, tournament, career etc, but as before, they all come down to the same thing: tap, await action.

Ten Pin Boring!

How good can a game about balls, pins and lonely middle aged men actually be? As it turns out, not very! Although a lot of effort has been put into the bowling physics and movement – and rightly so – not much has gone into the surrounding environment. To say that it looks flat is a major understatement. The audiences that circle the bowling

lanes look as though they have been made of hundreds of cardboard cut-outs. That doesn't really say much about the sport does it? The players have to bring their own fake fans to watch them play! Another annoying point regarding the graphics concerns the bowlers themselves. It seems that no matter how hard you want to throw the balls and at what angle, the same damn animation shows your bowler gracefully approaching the alley with all the aggression of the sugar plum fairy. There just doesn't seem to be any variation of moves depending on how you throw the ball.

Strike... Out

Ultimately, this whole package doesn't want to sell you a half-decent bowling simulation but rather just some of *Brunswick's* merchandise and *Prostaff* players. Outside of the US, there does not seem to be much of a market for this kind of game and much of the appeal for this title seems to concentrate on what it can flog to the fans. Which is fine, if they



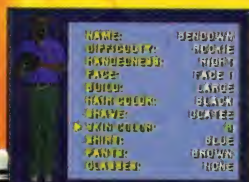
[Above] Yet another choice piece of lane you are not allowed to walk on with shoes 'from the outside'!



[Above] Bowling! The stress of the moment, the accuracy of the shot, the fear of wearing horrible clothes!

Build A Better Bowler!

In your quest to enable yourself to control human life, you megalomaniacs will use anything available to you to quench your thirst for power. Since science is not too keen for people to mess around with the human form, this Bowler creator will have to do for now.



Pro Bowling



\$64,000 QUESTION

- + Innocent enough entertainment
- + Realistic bowling action
- Dull and repetitive
- Not many variations



[Above] There maybe trouble ahead, but while there's moonlight and music and love and romance let's face the music and dance! And that's Jazz!

"totally bereft of any of the fun of actually playing the game for real"

already (in that case save your pennies instead of buying this) or you will probably

really want to buy it! OK, the game is an import and only really concerns the American market but we're sure that even dedicated bowling fanatics wouldn't benefit from this licence which isn't much of an improvement on anything that is currently available. All of the variations within the game revolve around Brunswick products, from the clothes the players wear to the balls they bowl and it gets a wee bit annoying when, instead of promoting the game's features, it's actually just a giant advertisement. When it comes down to it, if you are a bowling nut then you will either have a bowling game

enjoy going bowling for real. As we've said before, there is nothing inherently bad about this game. It plays simply enough and it passes a few harmless hours, it's just that beyond mastering the controls and trying to beat an opponent or two, there is nothing else to maintain interest. There are a few fun moments to be had here – cosmic bowling is good for a laugh – but like most of the extras these fun moments are fleeting. Which is a real pity! ■

MEMORY OPTIONS

→ **MEMORY:** N/A

→ **CONTROLLER PAK** Saves career stats and custom players

[Below] How big do you want him? Tall or short? He comes in a range of sizes to suit you!

NAME: [] BENDOWN: []
 DIFFICULTY: [] ROOKIE
 HANDEDNESS: [] RIGHT
 FACE: [] FACE 1
 BUILD: [] LARGE
 HAIR COLOR: [] BLACK
 SHIRT: [] QUATTEE
 SKIN COLOR: [] A
 SHIRT: [] BLUE
 PANTS: [] BROWN
 GLASSES: [] NONE

NAME: [] BENDOWN: []
 DIFFICULTY: [] ROOKIE
 HANDEDNESS: [] RIGHT
 FACE: [] FACE 1
 BUILD: [] LARGE
 HAIR COLOR: [] BLACK
 SHIRT: [] QUATTEE
 SKIN COLOR: [] A
 SHIRT: [] GREEN
 PANTS: [] TAN
 GLASSES: [] NONE



[Below] Notice how you can't change his sex though! Don't you find that a bit unfair? We do!

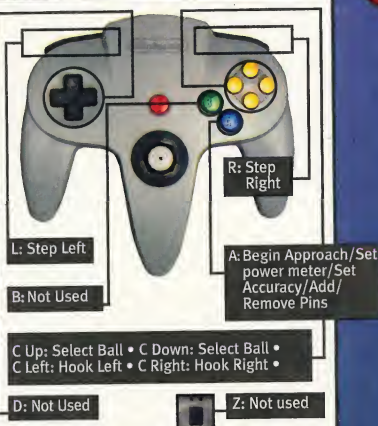
NAME: [] BENDOWN: []
 DIFFICULTY: [] ROOKIE
 HANDEDNESS: [] RIGHT
 FACE: [] FACE 1
 BUILD: [] LARGE
 HAIR COLOR: [] BLACK
 SHIRT: [] QUATTEE
 SKIN COLOR: [] A
 SHIRT: [] GREEN
 PANTS: [] TAN
 GLASSES: [] NONE



[Above] Think this guy is a popular bowler? You're wrong, look closely you'll see that all of the audience are mere cardboard cut outs!

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Milo's Astro Lanes: Interplay

Reviewed: Issue 33, 73%

Watching paint dry!

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

55%

Soundbite:

An average-to-dull bowling game, don't bother!

Pokémon

Don't forget to take the lens cap off!

64
MAGAZINE
STILLER



MEMORY OPTIONS

- **MEMORY:**
Saves game position, scores and a photo gallery
- **CONTROLLER PAK**
N/A



PAL PERFORMANCE

How does the UK version compare in terms of speed to the import cart?

- Borders:** None noticable
- Speed:** No apparent loss of speed

NINFO

→ PLAYERS



→ EXPANSION PAK



→ RUMBLE PAK



Publisher	Nintendo
Developer	Hal
Game Type	Photography
Origin	Japan
Release	29 September
Price	£44.99



Unless you've been on a very long holiday to Mars or have spent the last three years in *Big Brother*-style isolation, it would be safe to assume that you know what Pokémon are. The phenomenon started life as an 8-bit Game Boy title but has since evolved into a billion pound marketing franchise, with the 151 characters stomping all around the globe causing all sorts of mayhem in schools.

If they were human these characters would have been quashed by an army of penniless mothers armed with sharpened cutlery, but a different approach has been taken to these little critters and so we have been compelled to love their cute, cuddly nature and to buy everything connected to them. To give you a small idea of how popular these guys are, the recent release of *Pokémon Stadium* saw 162,000 copies sold in the UK, whilst *Perfect Dark* has only achieved 125,000 units so far. You would be wrong to think that the end of the Pokémon popularity is close at hand either, as Nintendo have plenty more Pokémon games in production including *Gold* and *Silver* on the Game Boy and *Pokémon Puzzle League* and *Hey You Pikachu!* for the N64.

Why, Why, Why!

So they've been here for a few years and there's no sign of the little critters' demise, but why is it on our minds again? Well, *Pokémon Snap* is the next of the big Pokémon games to



Snap



The Pokémon World

The Pokémon World has seven different courses in different places around the island. Each route has different types of Pokémon along it, although the more common creatures like Pikachu appear quite often. There are also hidden secrets in each one so look carefully for clues.



[Above] Launch apples at this huge egg in the middle of the track and try to knock it over the edge into the lava below.



[Above] The hot pool swallows the egg instantly but a surprise is coming so ready your camera and be prepared to snap away!



[Above] All of a sudden the legendary Moltres soars out of the lava pool and takes to the skies above your head. Snap quickly!



[Above] The Pokémon Professor needs your help to take photographs of Pokémon for his report! The better quality the picture you take the more points you score!

arrive on the N64 and it brings with it an entirely new genre in videogames. The game plays very much like a shooting game (think *Virtua Cop* and *House Of The Dead*) where the player has no control over the game

camera to shoot with.

Now you might think that the rocket launchers would make a better game, but strange as it might seem, *Pokémon Snap* is incredibly addictive. Okay so there's no blood involved but

"Even your parents could play this game without getting too confused!"

movement and things pop out for you to shoot along the way. Of course Pokémon cannot die, (they only faint) so using a rocket launcher or nailgun would seem absurd – and so Nintendo have instead given you a

the game is very simple to play and the scoring system always leaves opportunity for improvement. Each time you finish a course you are presented with an opportunity to look at all the pictures you've taken. At this time you must try to select the best picture of each different Pokémon to take back to Professor Oak.



How to Score

Professor Oak scores each of your photographs on several categories. Taking time to ensure the specimen is in front of the camera results in double points and catching a special move can reveal some cool hidden bonuses.



He Shoots, He Scores!

The Pokémon Professor scores the photos you have selected, offering bonuses for size, pose, technique and also the number of Pokémon captured in the frame. Now you can proceed along the journey again happily snapping as many Pokémon as you can hoping for a great close-up or a special move or attack, which

"A game of the highest quality."

results in large score bonuses. As you capture different species, the report starts to grow and new routes open up giving you an opportunity to photograph even more Pokémon.

Each route has entirely new species of Pokémon to view and there are also many hidden secrets and shortcuts along the way. After a few trips the Pokémon Professor gives you some bait in the shape of apples which you can throw at the Pokémon to get them to come closer to the camera. These apples can also be used as a weapon to throw at the little creatures. This is good fun and

can have some surprising results when you snap the irate creatures performing a special move or lying unconscious on the ground.

Watch Them Grow!

Using apples as weapons can also annoy the Pokémon enough to get them to evolve to their next level. Knock the Charmeleon into the fire pit at the end of the volcano for instance and you see it transform into a gigantic Charizard. Another well-placed apple right on the nose and the creature breathes a huge stream of fire at you presenting a once-in-a-lifetime photographic opportunity. Using these techniques you can travel over all the routes again capturing new Pokémon who would have

otherwise remained hidden.

There are several other items available to aid your quest and these are all used to present new photo opportunities. The Pester Ball gives off a small dose of toxic gas driving nearby Pokémon to move away, and the Poké Flute wakes some sleeping Pokémon and makes others dance merrily to the beat. Taking photos of Pokémon in all sorts of different poses is the best way to work out how to get that ultimate snap.

Sign Of The Times

Amongst the other hidden secrets, *Pokémon Snap* has several signs which you must spot. There is one on each course and by finding them all you open the Rainbow Cloud route where very special Pokémon can be



[Above] Try to get the Pokémon to turn around, because they sure don't like being taken from behind!



[Above] If you can capture a very special moment like an attack, then you earn yourself bonus points.



Evolution

Throwing apples at creatures and eggs can hold great surprises as some creatures evolve into bigger and rarer Pokémon. Knowing a little about Pokémon helps but then you could always just throw fruit at everything just to see what happens.





POKEMON SNAP

WEEKLY UPDATE

64
MAGAZINE

[Above] The Professor gives you some very special Pokémon food. Shiny, red fruit... hey doesn't that look like an apple?



[Above] There are loads of different types of Pokémon lining the course. The eyes in the back of your head will spot them all!



[Above] You can take 60 pictures per journey so snap away merrily and make sure you get several shots to choose from.



[Below] Lobbing fruit at the Kangaskhan certainly gets his attention. He looks rather angry... Help! - Can't this truck go any faster?



[Above] Play the Poké Flute to wake up the sleeping Snorlax, and make other Pokémon dance. Play music everywhere just to see what the Pokémon will do!

found. Mew, Pokémon number 151, is lurking in the clouds but capturing this creature on film isn't that easy. After taking a photo of all 63 Pokémon included in the game, your report is completed. This however is not the end of the game as you can always try again for a better picture.

Although there are a fair number of secret pathways and puzzles to solve, *Pokémon Snap* doesn't take too long to complete. The game is fairly simple to allow even the youngest of gamers to play, but of course this means it lacks a little challenge for experienced players. A little Pokémon knowledge is also useful for knowing which creatures can evolve and what their special attacks can do. That doesn't mean this is just a game for Pokémon fans though as there is plenty of fun to be had for anyone.

Snap Happy

Without a doubt, *Pokémon Snap* is a game of the highest quality and brings a new genre to the N64. The idea is simple and easy to understand so even your parents could play without getting too confused. There is always plenty of action and each course only takes a few minutes to complete, making it fun and not overwhelming. The scoring system means that there is always room for slight improvement, so you'll want to keep going back for more snapping.

Pokémon fans should love this game, but if you hate the little creatures, we'd recommend that you give it a miss. However, there is still plenty of fun here and borrowing a copy for a few days wouldn't be a mistake. *Pokémon Snap* captures your imagination in a flash and keeps you coming back for more! Gotta catch 'em all! ■



2nd Opinion

Rating



→ Who would have thought that a shooting game without any guns would be so much fun? Well, okay... I would have, but then I played the import version! Definitely a game for all Pokémon fans, and maybe next there'll be one with guns for all non-fans!

→ Roy Kimber



64

BOTTOM LINE
MAGAZINE
UK
CONTROLS

53



L: Not used

R: Dash engine

B: launch pester ball

A: Take photo/chuck apple

C Up: Face forward • C Down: Play Poké Flute • C Left: Look left • C Right: Look right

D-Pad: Not used

Z: Aim camera

ALTERNATIVES

Pokémon Stadium: Nintendo

Reviewed: Issue 39, 88%

Buy a Kodak fun camera and go down to your local park!

RATING

Graphics



Audio



Gameplay



Challenge



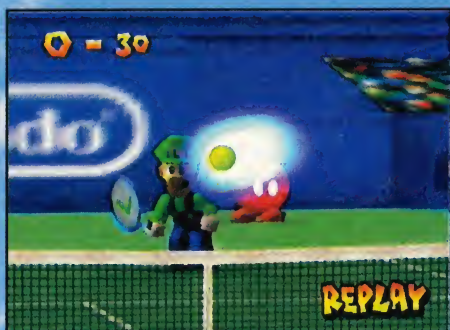
OVERALL SCORE

%

90

Soundbite:

Catch 'em all on film!



[Above] As Luigi looked on, the ball travelled towards him like a rocket from a launch pad. Only now does he wish that he'd taken those tennis classes!



Mario

Causing a racket with the Mario

Yes, we know this was only reviewed in the last issue but that was for the Japanese version of the game, this one is for the good old PAL UK version. "Surely, there can't be too many changes between the two formats?" you cry. Ah! That's where you are wrong because there are about 10 million different changes on this version. Like what? Erm, well firstly in this *Mario Tennis* you don't use rackets, you use small badgers and instead of hitting tennis balls

you have to hit cream cakes! For every game you win a giant UFO beams you up and probes you and in the bonus game, the first player to hit 18 balls sinks the other opponent's battleship! All right, I give up, it's a fair cop! There is absolutely nothing different between the two versions. They are as identical as Tweedledum and Tweedledee, but if you have read this far you may as well stay for the rest of the review! Besides, there is nothing on TV at the moment anyway! (Stop Press: there is one big change actually – all the game text is now obviously in English, which means you can work out what's what's going! Sorry, Paul doesn't get out much – Roy.)

Umpire

Just like *Mario Golf* and *Mario Kart* before it, *Mario Tennis* takes a well known sport, slaps a bunch of characters from the world of Nintendo into it and gives all the usual conventions a slight twist! What is probably more amazing is that, despite how engrossing it is to play and considering the amount of

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK

Publisher	Nintendo
Developer	Camelot
Game Type	Sports
Origin	Japan
Release	3 September
Price	£44.99

Keep It In The Family!

There's nothing like a bit of family rivalry is there? A small dose of friendly competition is good, isn't it? We suppose so but at the moment there seems to be a lot of this inter-family competition going on. First those Williams' sisters snatch more accolades than you can count at Wimbledon and now the Mario Brothers seem to want to reach the same dizzying heights of glory! If all that wasn't enough, it now looks like the Wario Brothers want a bit of the same too! It's all going mad!





Tennis

Brothers and their friends!



PAL PERFORMANCE

How does the UK version compare in terms of speed to the import cart?

Borders: Negligible

Speed: No apparent loss of speed

"sprinkled with a ton of classy flourishes!"



MEMORY OPTIONS

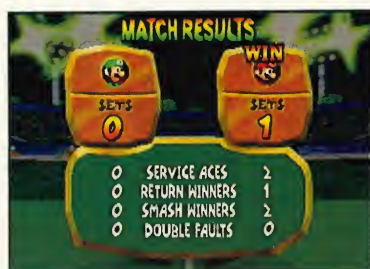
MEMORY: Saves data and three game slots

CONTROLLER PAK N/A

options available to you, the game is extremely simplistic! When you usually approach a sports sim, the controls need the kind of digital dexterity that would make most classical pianists nervous! In *Mario Tennis* you simply move the analogue stick around to control your character and bash the A and B buttons to whack that ball across the net. For the most part, that's all there is to it! This means that nearly anyone can grab a pad and dive right in. It also results in a title that is extremely uncomplicated and highly addictive

too. Just try giving up after a defeat, it's damn near impossible because you just know you will win the next time with a little bit more practise!

Despite all this simplicity the game is also very, and we mean very, playable! There are very few, if any, major flaws and even they can be avoided through learning the basics! The most infuriating part is when you hold down on the A button to give yourself a power shot. When this is



[Above] A sniper in the crowd has struck again. That makes Luigi the fifth casualty today. Why does Mario look happy though?

done your character cannot move and so to use this effectively, positioning yourself in the right place at the right time is essential if a successful shot is to be the order of the day! Another



[Above] The cameraman zooms in close, focusing on Luigi's face. That can't be good for the plumber's concentration!

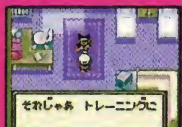
trifling inconvenience is when you have to change ends of the court. This not only makes judging the speed of the ball and where it will land slightly more difficult, but it also means





An Inexpensive Transfer!

Just as *Mario Golf* has done before it, *Mario Tennis* allows you to transfer characters from the Game Boy Color version to the N64 incarnation. Unlike *Golf*, *Tennis* features a small RPG element that means your chosen player has to learn at college, training against friends until he has mastered all the skills before he or she is ready to graduate from the Game Boy to the N64! Luckily this transfer won't cost millions of pounds and appear on the front page of a tabloid moaning about such an amount of cash!



rethinking any or all of your previously devious strategies! However, it is possible to fix the camera so that it swaps end when you do, so even this isn't necessarily a problem.

Empire

In the options department, *Mario Tennis* is so well endowed it makes most of the other carts blush and rush straight for the nearest confession booth! The selection of characters to choose from is plentiful and there are many courses to play on. All the usual suspects from *Golf/Kart* are here again, but there are also a few new faces to choose from. The most obvious of these is the tall and wiry figure of Wario's wicked brother Waluigi (not the greatest of names to call someone when you think about it). It seems the terrible twosome have their evil eyes set on that trophy and will do anything to get it. Each character has a special ability that determines how he or she performs on the court. These abilities vary from speed to strength and much more! It doesn't stop at new characters either, because you can team up with a friend



or the computer and play a doubles match. Choose from a whole host of different courts that affect how the game is played. There are bonus games galore that let you play on a rocking, tilting tennis court or score as many rings as possible in a variety of different

challenges. If all that sounds too good to be true then you will also be delighted to learn that there is a Game Boy Color version of *Mario Tennis* coming that allows you to train new recruits and beam them, via the Transfer Pack, into its N64 counterpart!

Add into the mix the fact that you have to make your way through a fair few tournaments, both single and double, and also a code entry screen that allows you to input codes that open new games and different challenges! This title is so



[Above] A win! Finally something to celebrate for the Italian hero and he does so by dancing like John Travolta!



[Above] The tournament hots up as it gets closer to the final. Who will win? Who will lose? Who will buy the strawberries?



[Above] We're not saying Bowser is vain but having a giant picture of yourself on the side of your own castle must say something about the huge horrid reptile!

Is There Nothing Else On?

Bored of twiddling those thumbs and fingers and wish you could sample the action of *Mario Tennis* without having to play the game? Now you can! For some crazy reason one option allows you to just watch a match of your choice, like you would on TV! Thankfully, without Sue Barker commenting on how good she would be if that was her on the court though!



Order in Court!

Despite recognising the fact that Nintendo has spoilt you enough in this game with regards to characters and bonus games, we're sure you'll thank your lucky stars that you also have a choice of playing on different courts too! Each one has different conditions that affect the bounce and speed of the ball.



jam-packed with variety that you'll be picking away at it for ages like a bowl of peanuts at a buffet table!

Vampire

That's enough praising for the time being – what about the bad points? Like before, there aren't that many, but there can be points during a match when a rally drags on for a bit too long. When this happens, the game can suddenly become nothing more than a basic button-bashing session. Although the game is pleasantly simple, moments like these show that it can be almost *too* basic. Although the characters do have different talents which determine how they handle, some seem to be a tiny bit unresponsive and some don't seem to be all that different at all! For the record though, and as stated above, with some time and practice we are sure this just adds to the overall longevity of the game!



[Above] It's the battle of the century as the Mario Brothers take on the Wario Brothers. Our money is on the Warios – they're 'hard'!

extremely fast tennis ball right in the gut and then see her fall down, over and over again and in close-up is guaranteed to brighten up even the greyest of rallies. The graphics are, as you'd expect by now, glorious and every volley and serve is captured as realistically as possible. For a game which, by and large, turns its back on the concept of realism, the actual physics of the sport are captured perfectly!

Tennis Elbow!

For the Nth time, Nintendo (as with the Pokémon franchise) has shown that you can place a familiar face on any half decent idea and, thanks to Nintendo's attention to detail, it can't help but be successful. *Mario Tennis* is no exception and it shows! If Nintendo's tradition of turning the most dull of sports into exciting games continues, then we wait with anticipation for Mario's take on American Football, Darts and Cribbage! ■



[Above] Don't they look threatening? Not the sort of people you'd like to run into late at night down a dark alley!

"Jam-packed with variety!"



[Below] Maybe it's just us, but doesn't it look like Yoshi is holding an Uzi 9mm close to his chest and firing it at his opponent? Foul play, sir!



2nd Opinion

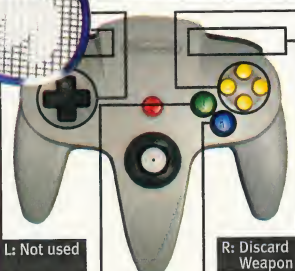
Rating



→ Another top Mario title with incredibly addictive gameplay! It's certainly not just one for kids either because despite its cutesy visuals this is one of the most challenging titles around! Smooth graphics and cool audio make this a must-have title for any N64 owner

→ Alex Simpson

64 BOTTOM LINE CONTROLS



L: Not used

R: Discard Weapon

B: Hit Ball

A: Hit Ball

C Up: Not Used • C Down: Not Used • C Left: Not Used • C Right: Not Used

D-Pad: Not used

Z: Use Weapon

ALTERNATIVES

Mario Golf: Nintendo
Reviewed: Issue 29, 88%
Let's Smash: Hudson
Reviewed: Issue 21, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

92

Soundbite:

Mario, an excellent plumber and an even greater sports star!

XPLORER⁶⁴

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TOTAL GAME BOY COLOR

64
MAGAZINE

59

EVERYTHING YOU WANTED TO KNOW ABOUT GAME BOY!

Welcome to a special area of 64 MAGAZINE. The following pages have become an enclave of our sister magazine, TOTAL GAME BOY COLOR – think of it as a Game Boy Color embassy in N64 country! This means that for the following seven pages, all content comes under the auspices of the best-selling Game Boy Color magazine on the market. Each issue, this is the place to find all the latest news and reviews on the newest Game Boy Color titles – enjoy!

What It All Means!

The scoring system for TOTAL GAME BOY COLOR reviews is fairly similar to the N64 one, but to avoid any confusion, here's a quick explanation...

NINFO

Link cable Can you play two-player link-up?
Infrared Does the game use the infrared facility?
Built in rumble Some games have their own rumble.
Saves? Does it save to cart or use a password?
Publisher The company selling the game.
Developer The company that wrote the game.
Game Type What kind of game is it?

\$64,000 QUESTION

✚ The pros and cons of the game summarised for easy access! If you can't be bothered to read the whole review, this gives you a fair idea of the high and low points.



ON SALE NOW!

If you want more Game Boy Color action then look out for the latest issue of TOTAL GAME BOY COLOR, on sale now priced £2.99.

REVIEWED THIS ISSUE!

- 60 Disney's Dinosaur
- 61 Dalkatana
- 62 Perfect Dark
- 64 Lemmings
- 65 Lucky Luke
- 66 Formula One 2000

RATING

Graphics

Is it a visual masterpiece, or a dated-pile of poo?

Audio

Plinky-plonky audio garbage, or music to your ears?

RATING

Gameplay

The most important element – is it fun to play, or pants?

Challenge

How long will this game last you?

OVERALL SCORE %

Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 80%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

Soundbite:

If you really can't be bothered – this sums it up in one easy-to-read sentence!

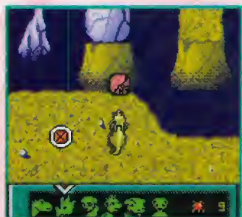


Disney's Dinosaur

Dinosaurs with a bone to pick!



"the gameplay in Dinosaur is strangely compelling."



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	To cart
Publisher	Ubi Soft
Developer	Digital Eclipse
Game Type	Adventure

What is Disney up to? They should be happy enough that Pixar made them billions with the *Toy Story* and *A Bug's Life* films, but now it seems the 'House of Mouse' is playing Pixar at their own game. *Dinosaur* is Disney's first attempt at their own full-length computer animated feature, the

cheeky monkeys! And as ever where there's a movie from Disney, the game conversion, like a shadow, is never too far behind!

The plot, in line with the film, concerns a bunch of cute dinos who escape a meteor shower and go looking for the 'promised land'. Although it seems to have been half-inched from another dinosaur film – *The Land Before Time* – the plot of Disney's offering is a slightly darker affair, and prettier too!

Scales Galore!

Anyway, back to the game: taking control of the main character (initially) you must guide your prehistoric friends to safety across

all kinds of nasty, tricky obstacles. The game is viewed from a bird's eye perspective and there are plenty of characters to save, platforms to jump and mazes to navigate. As you progress, there are moments when you are simply too weak, fat or slow to get through a particular challenge and it is then up to your other buddies to take over. It is this "passing of the gauntlet" that gives the game its real challenge and provides some top puzzle moments.

Dinosaur is aimed at young gamers however even if you are an older

player, you'll probably find yourself hooked on it too, as despite its simplicity the gameplay is strangely compelling. Go on, have a go, you know you want to! ■

[Below] Pop group 'Was Not Was' wrote a song called *Walk the Dinosaur...* which had absolutely nothing to do with dinosaurs!



[Below] Howabout some 'hot stuff baby this evening'? Come on everybody, sing along with Donna Summer!



\$64,000 QUESTION

- Nice and simple
- Tricky enough to be compelling
- Looks good!
- Annoying music

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

85

Soundbite:

A more than half-decent challenge for the younger gamers out there!

[Below] These ninja guys are attacking Hiro with swords! What they don't know though is that he's carrying a gun!



Daikatana

Think fast, walk tall, carry a BIG sword!

We reviewed the N64 version of this game back in issue 38 and if you read that review then you'll already be familiar with the storyline because it's basically the same. You assume the role of master swordsman Hiro Miyamoto who's just found out that everything he thinks he knows is a lie, that history has been changed and that the world that he thinks he

[Below] Er... nice snake! You're not going to do anything foolish now, are you? Like... well, like try to eat me or anything?



has grown up in is actually all the fictitious creation of evil warlord Kage Mishima who has warped time using a powerful ancient sword

"visually owes a lot to the GBC version of Zelda."

called the Daikatana.

Quicker than you can say 'Quantum Leap' Hiro sets off to recover the Daikatana (which incidentally was forged by one of his ancestors), foil Mishima, save the girl (for there is a girl) and return history to the way it was... er, or will be... er, or whatever.

It's Time... For Time!

Daikatana on the Game Boy Color is an arcade adventure game with RPG elements that visually owes a lot to the GBC version of Zelda. To begin with you control Hiro (the hero) and at various points in the game you switch between him and characters Superfly (an ex-employee of

Mishima's who has changed sides) and Mikiko (the girl you must rescue who has a link with the Daikatana).

The game encompasses 16 different stages set over various time zones from Ancient Greece to futuristic San

Francisco and the gameplay includes an absolute barrage of puzzles many of which are (by Game Boy Color standards at least) rather tricky! The only thing which really deserves criticism in this game is the translation of the in-game text. Quite frankly: it's pants. The upside of this is that the dodgy dialogue is often very amusing

but the downside is that the time-travelling plotline is confusing enough without you having to try and work out what the characters are talking about every time! Overall though, Daikatana is an involving adventure that's heartily recommended to all adventure fans. ■

NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	To cart
Publisher	Kemco
Developer	In-house
Game Type	RPG Adventure

\$64,000 QUESTION

- Imaginative plot
- Lots of tricky puzzles
- Hilariously bad dialogue
- Hilariously bad dialogue



[Above] This is Hiro's dojo where he works out with his students and instructs them in 'the way of the pointy metal stick thing'.



RATING

Graphics



Audio



RATING

Gameplay



Challenge

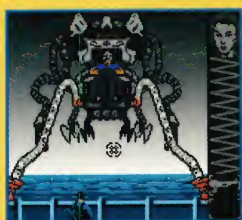


OVERALL SCORE %

92

Soundbite:

Top time-travelling RPG action.



[Above] Timothy, the mad scientist, liked to go overboard when he had to design a weapon of mass destruction.

Perfect

All that glitters isn't necessarily gold!



You want us to say that *Perfect Dark* is the best game ever don't you? You want to be told that it is as perfect as the adjective in the title and let's face it you're gonna buy it anyway because of its fantastic big sister version on the N64! However – and this is not easy for us to say – *Perfect Dark* on the GBC is not the complete classic we were hoping for!

“Perfect Dark is probably one of the few real adult games around!”

Firstly: the basics. *Perfect Dark* GBC is not a sequel but a prequel to the N64 version. It finds Joanna Dark in the final stages of her training before she receives her first assignment. Your job, if you decide to accept it, is to guide her through those few training missions so that she can graduate and then tackle her first explosive mission. As you'll discover, this mission is not the walk in the park she expected and it sets the scene for the disturbing secret plans of the the dataDyne Corporation that continues in the N64 version!

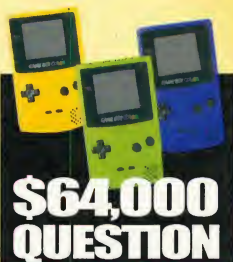
Give Me Hope, Joanna!

WARNING: This game is not for those with short fuses! We all expected big things from *Perfect Dark* GBC and on the scale of size it scores rather highly but the main problem we have with it is with the difficulty of the game. It is not a game for the younger Game Boy Color audiences as this title requires patience, skill, thought and a calm temperament. If you think we are exaggerating then please, play it for yourself! This is not the type of game that requires you to simply run and shoot. You must master all of the skills that you pick up in the training levels if you are to get anywhere in this game! The most important of these skills is most definitely your ability to attack the bad guys in stealth mode. This means you must sneak up slowly behind your enemy while he/she is not looking and then place a cold, hard bullet in the back of their head! So your success in this game depends chiefly on your ability to move around the levels without being noticed.



NINFO

Link cable	Yes
Infra red	Yes
Built in rumble	Yes
Saves?	To cart
Publisher	Nintendo
Developer	Rare
Game Type	Action

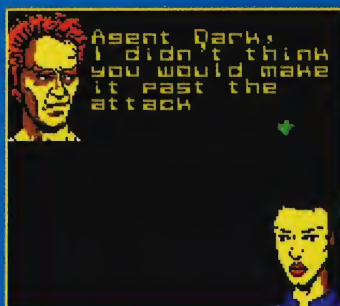


\$64,000 QUESTION

- + Looks sharp!
- + Speech, weapons aplenty and variety to match!
- Tougher than a year old slice of ham
- Can reach new heights of frustration!

Happy Talkie, Talkie, Happy Talk!

One of the really unique aspects of *Perfect Dark*, and one you don't hear that often, is when the game speaks to you! Yes, it's true, at certain stages you get to hear the voices of the characters within the game! Listen to the sultry siren-esque tone of Joanna herself, the Sean Connery stylings of Daniel Carrington or the instructive barked orders of Max Danger! Your Game Boy Color never sounded this good!



Dark



Live And Let Die!

As any secret agent will tell you (if you track them down and interrogate first, that is!) every spy has to learn the tricks of the trade before they are let loose on the big bad world! In the opening stages of *Perfect Dark* you must complete a number of challenging tasks before you can graduate. Learn them well as without these skills you'll be shot dead before you can say, "Wait, I need to reload!" Below, you'll find two such talents you must master...

Hostage Saving

Your not going anywhere unless you have saved the hostages first! That's what you've been told, so do it!



Target Practice

At the Carrington Institute, they have something a little more sophisticated than a bunch of tin cans lined up on a fence. Look! Shoot those cardboard things!



Perfick Lark?

The main negative elements of this game mostly stem from this dilemma. Each level/mission is rather big and if you die (you only get one crack at it) you are sent right back to the start and have to do it all over again. This becomes rather annoying when you have to start the level for the sixty-fourth time, with that level's end always seemingly out of reach. Reaching that all elusive end point is made all the more difficult when ammunition is scarce and energy packs are few and far between. Most, if not all, of these items are found on the bodies of the dead but not every body has anything of value. This teaches you to make



[Above] Every so often the game goes into this first-person sniper mode which is far more difficult to play than it looks!

progress through each level, more bonuses open up to you (there are recon photos to print out, secrets revealed, more multiplayer options made available and also cheats to be accessed through a Transfer Pak for the N64 game! Blimey!) Overall, it is a truly smart package with an excellent variety of levels. You can become a sniper, sail down river and race a truck, guns blazing all the way! Unfortunately, if you are looking for something simplistic, you'd better look elsewhere. At times *Perfect Dark* can be harder to wade through than a sumo wrestler in quicksand and dedication to your goal is your only driving force. A huge step forward for the Game Boy Color but one which should carry a sticker reading: "Buyer Beware! Serious Challenge on your hands!" ■

"A truly smart game with an excellent variety of levels!"



every shot count and cover your ass against enemy fire (you feel each shot too, thanks to the rumble pak built into the cart!)

When The Going Gets Tough!

As the final whistle of this review approaches, *Perfect Dark* emerges as one of the few real adult games for the Game Boy Color. The challenge is huge and as you

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

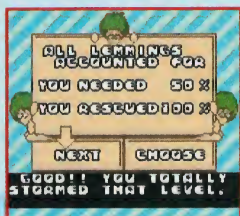
90

Soundbite:
Definitely great, but not perfect!

Lemmings

& Oh No! More Lemmings

Just when you thought the Lemmings couldn't get any smaller...



[Above] *Wahey, we rock! 100% of our lemmings saved – you can't really do much better than that now, can you? Cool!*

“definitely one to keep you occupied on long journeys.”



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	To cart
Publisher	Take 2
Developer	J-wing
Game Type	Arcade puzzler

Lemmings is an incredibly simple concept with the most basic of graphics... which has nevertheless kept umpteen million gamers glued to their consoles for hours on end.

For those of you who aren't familiar with *Lemmings* (where have you been?) it's a game with a very straightforward premise: loads of little green-haired, blue-smocked mammals (the lemmings) pour out of a chute and march determinedly across various hazard-ridden

landscapes and your job is – quite simply – to keep them alive and see that they reach the exit. To do this you make use of the lemmings themselves, giving them orders to make them perform tasks. You can

issue nine different commands: climb, float, self-destruct, block, build, tunnel, dig diagonally, dig down and nuke (which destroys every lemming on screen).

The trick is that each level you only get to use certain

of the commands – so you have to work out the best way to utilise them to overcome the various hazards confront your little critters.

They're Not Worms...

Lemmings & Oh No! More Lemmings includes levels from the original game and from the expansion pack which came out later on other formats.

The game contains nine sets of ten levels (so ninety in all) ranging from 'Fun' (easy) to 'Havoc' (insanely difficult). Control is via a cursor which you use to scroll around the screen and give commands to your lemmings and one neat aspect of the game is that you

[Below] *This level requires an awful lot of digging if you want to get to the exit – that lattice construction is a bugger!*



can freeze it with the Start button and use the breathing space to scroll around the level and plan your next move.

Lemmings is a fantastic game, and the only thing we can really fault it for is that to really see what's going on, because of the size of the characters, you have to really focus in close on the screen and this surely can't be good for the eyes! Other than that, it's a tremendously addictive title and definitely one to keep you occupied on long journeys. ■

[Below] *Flamethrowers are incredibly bad for Lemmings so you want to direct the little creatures away from them.*



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

93

Soundbite:

Fantastic fun with a bunch of tiny suicidal mammals



\$64,000 QUESTION

- ➔ Stupidly addictive!
- ➔ Imaginative level designs
- ➔ Good control system
- ➔ Can hurt your eyes!



Lucky Luke: Desperado Train

Laying down his Marshal Law!

WIn case you didn't know, *Lucky Luke* happens to be a cartoon strip from France. Taking the role of this Gaelic gunslinger you have to chase down a train which some dastardly bandits have pinched. You go from town to

"stick with the comic strips and stay away from this."

town across America to battle a whole host of hostile henchmen in order to save the day.

There is certainly plenty to do and a variety of game styles to choose from but, unfortunately, this is a game that thinks that it is challenging by being just plain

(Below) Some cowboy's have all the fun! Lucky Luke doesn't seem like he's having too much fun however!

difficult. So what if the game is on the tricky side? Is that all bad? Well, yes if the game is more frustrating rather than challenging. Controlling the characters at your disposal can be awkward and inconvenient in places where a wrong step can send you to

an untimely demise. This is more apparent in levels where

you are playing the role of a dog/horse/steamboat instead of Luke. Contact made between the horse and an enemy is especially awful, making it very hard to judge how to jump an obstacle ahead of you!

Woeful West

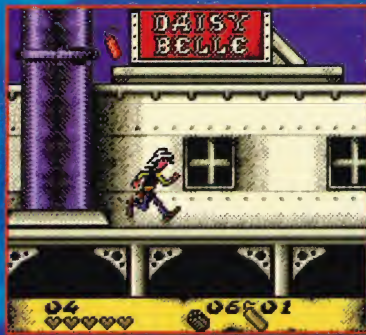
Apart from the odd distraction, most of the levels are the familiar scroll left, jump and shoot antics we are all

used to. If you manage to wade your way through them, there are many interesting bonus rounds ranging from shoot-outs, through finger-numbing races to our favourite, a dancing game where pressing the right buttons in time to the tune is required to keep you moving in the right direction.

The end result of all of this is a game that looks good enough to eat, but at the end of the day is ultimately difficult to stomach!

If you are looking for an improvement on the first *Lucky Luke* outing, then you will be disappointed. If you are new to Luke though, then stick with the comic strips and stay away from this. ■

(Below) Rootin' tootin' action! It's almost as if you are in the wild west yourself. Well... all right, not really!



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	Infogrames
Developer	In-house
Game Type	Platform



\$64,000 QUESTION

- Looks kinda pretty
- Simple enough!
- Annoying repetitive levels
- Badly thought out



(Above) Drag strip steam boat racing? Is that legal? Somehow, we don't think so! Still, it makes a change from lynching!



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

68

Soundbite:

More of the same from the Wild West Wonder!

Formula One 2000

Do we really need a Formula One racing game on the Game Boy Color?



NINFO

Link cable	Yes
Infra red	No
Built in rumble	Yes
Saves?	To cart
Publisher	Take 2
Developer	Tarantula
Game Type	Racing

"it's such a shame that the actual gameplay is just so dull."

The format of *Formula One 2000* is very similar to most other racing games. You pick a car and a driver, pick a course and then drive around for a couple of laps and try to win – pretty obvious really. However, the control method for this game is so dreadful that you spend your time trying desperately not to leave the track as you corner. The course itself is about as wide as your average Cornish country road, and while this adds some tension to the game, it means you can't overtake. Next to the track are a few barrels and barriers but apart from



The front end of the game has obviously been polished considerably which is why it's such a shame that the actual gameplay is just so dull.

TOCA: Touring Car has shown that if you want to make a viable, playable, enjoyable

racing game on the Game Boy Color, then top-down 3D is the only way to go. It's a shame, because so much more could have been made of this official licence. ■



that the game pretty much resembles a drive through the desert. The cities appear to be miles away and the cars only look like cars when you are directly alongside them.

Gentlemen... Start Your Engines!

There are three modes of gameplay in *Formula One 2000* – the fairly standard Grand Prix, Quick Race and Time Trial options, plus there is also a multiplayer mode. Fans of the sport will be pleased to hear that you are given a choice of real drivers and cars and are also able to customise the set-up of your car.

Formula One 2000 will take the average gamer a while to complete if they can bear the repetitive courses.



[Above] And it's... erm... someone in a racing car in the lead, followed closely by someone else... they all look the same!



[Above] Considering the lack of detail when you're playing the game, the fact that you actually get to see a pit crew is rather nice!



[Above] One of the plus points about *Formula One 2000* is the fact that you get to race with real drivers. It's still dull gameplay though!

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

40

Soundbite:

Nice front end, shame about the game!



\$64,000 QUESTION

- ➕ Built in rumble
- ➕ F1 history & rules
- ➖ Dull gameplay
- ➖ Plain graphics

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Another month, another chance to knock those other scores out of what we refer to, quite simply, as Scorezone! Yes, it's that part of the magazine that asks you to prove how dedicated you are to your machine and how determined you are to better the score of your fellow gamer. All you ask for in return is a little recognition and maybe a prize or two. The lucky chap who gets the good stuff this month is Michael Ilioski from Australia for feeding the scores of *Lylat Wars* to us until we were quite full AND setting a new challenge for all the *Banjo-Kazooie* fans out there by throwing down the gauntlet for Gruntilda's Lair. What's that? You can do better? Then get those scores in the post!

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52400	Chris Webb, Gloucester
30600	John Lambregts, Holland
30500	James Eyre, Leicester
20000	Thomas Pooley, Surrey

BIGGEST FISH	0:46 David Ryan, Derby
24 Pounds Harris Shackleton, Halifax	0:47 Matthys ten Ham, The Netherlands
24 Pounds Matthew Thompson, Cookham	0:47 Philip Longhurst, Sudbury
24 Pounds Gareth Haynes, Droitwich	HORSEBACK ARCHERY
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23 Pounds David Park, Hebburn	2000 points Matthys ten Ham, Netherlands
MARATHON RACE	2000 points Christopher Ryan, Derby
1:02 Philip Longhurst, Sudbury	2000 points David Ryan, Derby
1:02 David Ryan, Derby	2000 points Jan-Erik Spangberg, Sweden
1:04 Karl Jobst, Australia	GRAVEYARD RACE
1:03 Mark Nicol, Western Australia	0:50 Stephen Hill, Kent
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1:56 Thomas Munn, Leicester

0:47 Darren Harris, Birmingham
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0:59 Alexander Cook, Leeds

1:33 Darren Harris, Birmingham
1:37 Alexander Cook, Leeds
1:40 Thomas Munn, Leicester

0:33	Darren Harris, Birmingham
0:40	Alexander Cook, Leeds
0:45	Thomas Munn, Leicester

1.35 1.24 1.23 1.22 1.21 1.20 1.19 1.18 1.17 1.16 1.15 1.14 1.13 1.12 1.11 1.10 1.09 1.08 1.07 1.06 1.05 1.04 1.03 1.02 1.01 1.00 0.99 0.98 0.97 0.96 0.95 0.94 0.93 0.92 0.91 0.90 0.89 0.88 0.87 0.86 0.85 0.84 0.83 0.82 0.81 0.80 0.79 0.78 0.77 0.76 0.75 0.74 0.73 0.72 0.71 0.70 0.69 0.68 0.67 0.66 0.65 0.64 0.63 0.62 0.61 0.60 0.59 0.58 0.57 0.56 0.55 0.54 0.53 0.52 0.51 0.50 0.49 0.48 0.47 0.46 0.45 0.44 0.43 0.42 0.41 0.40 0.39 0.38 0.37 0.36 0.35 0.34 0.33 0.32 0.31 0.30 0.29 0.28 0.27 0.26 0.25 0.24 0.23 0.22 0.21 0.20 0.19 0.18 0.17 0.16 0.15 0.14 0.13 0.12 0.11 0.10 0.09 0.08 0.07 0.06 0.05 0.04 0.03 0.02 0.01 0.00

0:04 Jon Burrows, Queensland

15684647 Chris Webb, Gloucester
14799103 Martin Hurley, St Helens

4:59:217 Andy Murray, Bournemouth

04:02:57 Chris La Rosa, Hundelton
04:45:18 Chris Dunn, New Leake
05:06:00 Andy Green, Kent

SPACE STATION 2



IN
ASSOCIATION
WITH



Goldeneye

FACILITY - 00 LEVEL!

0:48 David Ryan, Derby
0:51 Arif Mollah, Rochdale
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
0:57 Ben Kitchen, Australia

BELOMORYE DAM

0:52 David and Christopher Ryan, Derby
0:53 Arif Mollah, Rochdale
0:53 James Eyre, Leicester
0:53 Jon Payne, Derby
0:53 Timothy Darling, Kent

FACILITY

0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
0:45 Arif Mollah, Rochdale
0:51 James Eyre, Leicester

RUNWAY

0:22 Zak Brown, Australia
0:23 Jon Burrows, Queensland
0:24 Karl Jobst, Australia
0:24 Michael Williams, Exeter
0:24 David Ryan, Derby

SURFACE 1

0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle
1:02 David Ryan, Derby
1:04 Arif Mollah, Rochdale
1:06 Luke Sutton, South Australia

BUNKER 1

0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Arif Mollah, Rochdale
0:19 Karl Jobst, Australia

LAUNCH SILO

1:02 David Ryan, Derby
1:06 Arif Mollah, Rochdale
1:06 James Eyre, Leicester
1:08 Ben Kitchen, Australia
1:09 Luke Sutton, South Australia

FRIGATE

0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle
0:31 Karl Jobst, Australia
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone

SURFACE 2

0:54 Jon Burrows, Queensland
0:56 Karl Jobst, Australia
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands

BUNKER 2

0:20 David Ryan, Derby
0:22 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia
0:24 Christopher Ryan, Derby
0:25 Jon Burrows, Queensland

STATUE PARK

2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia

2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, New Leake
2:38 Arif Mollah, Rochdale

MILITARY ARCHIVES

0:16 David Ryan, Derby
0:16 Jon Burrows, Queensland
0:17 Chris Stuart, Peterhead
0:17 Arif Mollah, Rochdale
0:17 Christopher Ryan, Derby

STREETS

1:00 Zak Brown, Australia
1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:16 Karl Jobst, Australia
1:17 Matthys ten Ham, The Netherlands

DEPOT

0:22 David Ryan, Derby
0:22 Jon Burrows, Queensland
0:23 Chris Stuart, Peterhead
0:23 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia

TRAIN

1:04 Arif Mollah, Rochdale
1:21 Jon Burrows, Queensland
1:25 Luke Sutton, South Australia
1:25 James Eyre, Leicester
1:26 Matthys ten Ham, The Netherlands

JUNGLE

1:05 Jon Burrows, Queensland
1:06 Karl Jobst, Australia
1:07 Matthys ten Ham, The Netherlands
1:07 Arif Mollah, Rochdale
1:10 Richard Dunn, New Leake

CONTROL CENTRE

3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester
3:51 Arif Mollah, Rochdale
3:52 Richard Dunn, New Leake
4:20 Karl Jobst, Australia

WATER CAVERNS

1:04 David Ryan, Derby
1:05 Jon Burrows, Queensland
1:06 Matthys ten Ham, The Netherlands
1:06 Arif Mollah, Rochdale
1:07 Karl Jobst, Australia

CRADLE

0:40 Jon Burrows, Queensland
0:42 Matthys ten Ham, The Netherlands
0:45 Karl Jobst, Australia
0:46 Stephen Hill, Maidstone
0:46 Arif Mollah, Rochdale

AZTEC COMPLEX

1:08 David Ryan, Derby
1:10 Chris Stuart, Peterhead
1:16 Jon Burrows, Queensland
1:18 Arif Mollah, Rochdale
1:18 James Eyre, Leicester

EGYPTIAN TEMPLE

0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland
0:54 Arif Mollah, Rochdale
0:55 Karl Jobst, Australia
0:55 Matthys ten Ham, The Netherlands
0:56 Martin Hurley, St Helens

Diddy Kong Racing

ANCIENT LAKE

00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

FOSSIL CANYON

00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:04:62 James Eyre, Leicester
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands

JUNGLE FALLS

00:41:51 Stacy Needham, Bicester
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:53:01 Keith Boiston, Felling
00:56:75 James Eyre, Leicestershire
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:11:85 Darren Harris, Birmingham

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:47:56 Darren Harris, Birmingham
01:49:36 Jan-Erik Spangberg, Sweden

CRESCENT ISLAND

01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:17:43 Jan-Erik Spangberg, Sweden
01:21:31 Kevin Seeney, Bury St Edmunds

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:10:35 James Eyre, Leicester
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury

GREENWOOD VILLAGE

1:16:26 Stacy Needham, Bicester
1:22:01 Jan-Erik Spangberg, Sweden
1:22:73 Kevin Seeney, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
1:27:24 James Eyre, Leicester

HAUNTED WOODS

00:48:36 Stacy Needham, Bicester

00:51:26 Keith Boiston, Felling

00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeney, Bury St Edmunds
00:54:26 Darren Harris, Birmingham

FROSTY VILLAGE

01:10:06 Stacy Needham, Bicester
01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeney, Bury St Edmunds
01:27:20 Darren Harris, Birmingham

EVERFROST PEAK

01:19:88 James Eyre, Leicester
01:25:26 Richard Dunn, New Leake
01:28:11 Darren Harris, Birmingham
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeney, Bury St Edmunds

SNOWBALL VALLEY

00:44:10 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:54:70 Jan-Erik Spangberg, Sweden
00:55:10 James Eyre, Leicester
00:56:05 Darren Harris, Birmingham

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:34:11 James Eyre, Leicester
01:36:30 Kevin Seeney, Bury St Edmunds

WALKUS COVE

01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:41:55 Jan-Erik Spangberg, Sweden

SPACEDUST ALLEY

01:25:05 Stacy Needham, Bicester
01:28:83 James Eyre, Leicester
01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeney, Bury St Edmunds

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden
01:57:26 Martin Hurley, St Helens

SPACEPORT ALPHA

01:32:00 Stacy Needham, Bicester
01:32:31 Keith Boiston, Felling
01:41:51 James Eyre, Leicester
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury

STAR CITY

01:14:20 Stacy Needham, Bicester
01:29:36 Kevin Seeney, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:31:26 Darren Harris, Birmingham
01:42:48 John Dick, Uddingston
01:50:07 Martin Hurley, St Helens

Jet Force Gemini

JEFF AND BARRY RACING TRACK 1

26:88 Daniel Bates, Stoke-On-Trent
27:40 Kimmo Kartasolo, Finland
27:80 Anthony Hooley, Breaston
32:08 Darren Harris, Birmingham

JEFF AND BARRY RACING TRACK 2

37:56 Daniel Bates, Stoke-On-Trent
38:40 Kimmo Kartasolo, Finland
39:88 Anthony Hooley, Breaston
44:04 Darren Harris, Birmingham

Chameleon Twist

JUNGLE LAND

03:11 Luke Sutton, South Australia
03:15 Robert Gallagher, Southampton
03:25 Zack King, Surrey
04:50 Jeffrey Van Der Aa, The Netherlands

ANT LAND

09:27 Robert Gallagher, Southampton

Mischief Makers

53 yellow gems Luke Kemp, Sevenoaks
52 yellow gems Luke Sutton, Australia
49 yellow gems James Ryland, Vandina, Aus
47 yellow gems Robert Gallagher, Soton

Yoshi's Story

37500 Anthony Hooley, Breaston
37424 Danny Dunn, New Leake
35998 Richard Dunn, Boston
35460 Bonny Qvistoff, Copenhagen
34956 David Park, Hebburn
33701 Andy Murray, Bournemouth
32112 Martin Hurley, St Helens

Turok Training

2:12 Michael Williams, Exeter
2:17 Mikhael Farrelly, Zimbabwe
2:20 Richard Dunn, New Leake
2:23 Fiaz Farrelly, Zimbabwe
2:33 Ben Webster, Millbridge

Tetrisphere

RESCUE
913530600 John Lambregts, The Netherlands
259549700 Joel Smith, Springwood, Australia
145032800 Jay Scott, Fort-William
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland

Shadows Of The Empire

BATTLE OF HOTH

0:02:07 Matthew Stevenson, Bournemouth
0:02:46 Magnus Smith, Burra Isle
0:02:52 John Brennan, Bicester
0:03:15 Karl Jobst, Australia
0:04:27 Hans Lafeber, The Netherlands

ESCAPE FROM ECHO BASE

0:01:36 Magnus Smith, Burra Isle
0:01:58 Jason Lloyd Parsons, Anglesey
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth
0:04:45 Karl Jobst, Australia

THE ASTEROID FIELD

0:03:16 Matthew Stevenson, Bournemouth
0:03:38 John Brennan, Bicester
0:04:00 John Lambregts, The Netherlands
0:04:04 Karl Jobst, Australia
0:04:19 Sebastian Pantrey, Goudhurst
0:04:23 Martin Hurley, St Helens

MOS EISLEY AND BEGGAR'S CANYON

0:01:41 Magnus Smith, Burra Isle
0:02:49 Matthew Stevenson, Bournemouth
0:04:26 Hans Lafeber, The Netherlands

IMPERIAL FREIGHTER SUPROSA

0:01:20 Magnus Smith, Burra Isle
0:01:55 John Brennan, Bicester
0:03:13 Hans Lafeber, The Netherlands

SKYHOOK BATTLE

0:06:06 Magnus Smith, Burra Isle
0:06:37 John Brennan, Bicester
0:06:50 Matthew Stevenson, Bournemouth
0:09:11 Karl Jobst, Australia

XIZOR'S PALACE

0:04:15 Jason Lloyd Parsons, Anglesey
0:05:00 Magnus Smith, Burra Isle
0:05:54 John Brennan, Bicester
0:07:50 Hans Lafeber, The Netherlands

WCW/WC Nitro

SINGLE MATCH

98120 Jon Burrows, Queensland
61900 Rob Varley, Queensland

TAG MATCH

110680 Jon Burrows, Queensland
77280 Gavin Deadman, Biggin Hill

US HEAVYWEIGHT

160120 Gavin Deadman, Biggin Hill
145670 Jon Burrows, Queensland

CRUISERWEIGHT

145475 Jon Burrows, Queensland
98790 Gavin Deadman, Biggin Hill

TAG TEAM TITLE

571110 Jon Burrows, Queensland

WORLD HEAVYWEIGHT

160650 Jon Burrows, Queensland

TV TITLE

96960 Gavin Deadman, Biggin Hill

HANDICAP MATCH

97540 Jon Burrows, Queensland

BATTLE ROYAL

47000 Gavin Deadman, Biggin Hill
46400 Jon Burrows, Queensland

Starfox/Lylat Wars

OVERALL SCORE

3577 kills Gavin Deadman, Biggin Hill
2686 kills Magnus Smith, Burra Isle
2217 kills Darren Simmons, Mossley
2192 kills Andrew Robson,
Newcastle-Upon-Tyne
2150 kills Jan-Erik Spangberg, Sweden

CORNERIA

282 kills Andrew Robson,
Newcastle-Upon-Tyne
282 kills Craig Humphrey, Stifford Clays
259 kills Neil Friedman, Whitefield
254 kills Adrian Stead, Hull
240 kills Matthew Kagelidis, Greece

METEO

397 kills Richard Dunn, New Leake
377 kills Kevin Seeneey, Bury St Edmunds
343 kills John Lambregts, The Netherlands
339 kills David Ryan, Dublin
321 kills John Lambregts, Holland

SECTOR X

246 kills Kevin Seeneey, Bury St Edmunds
244 kills John Lambregts, The Netherlands
211 kills David Ryan, Dublin
188 kills John Lambregts, Holland
161 kills Gavin Brennan, Claremorris

KATINA

333 kills Daniel Dunn, New Leake
217 kills Kevin Seeneey, Bury St Edmunds
215 kills John Lambregts, Holland
214 kills David Ryan, Dublin
192 kills Gavin Brennan, Claremorris

SECTOR Y

187 kills David Ryan, Dublin
173 kills Michael Ilioski, Victoria
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttall, Oldham

SECTOR Z

97 kills Michael Ilioski, Victoria
85 kills Greg Smith, Wamboral

SECTOR S

232 kills Michael Ilioski, Victoria

VENOM 2

232 kills Andrew Anderson, Hutton
227 kills Gavin Brennan, Claremorris
227 kills Kevin Seeneey, Bury St Edmunds
227 kills David Ryan, Dublin
227 kills Richard Dunn, New Leake

AREA 6

448 kills Daniel Dunn, New Leake
417 kills John Lambregts, Holland
374 kills Mark Nicol, Western Australia
327 kills John Lambregts, Holland

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeneey, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:00 James Eyre, Leicester
1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter

MAP 4: GLOOM KEEP

0:15 James Eyre, Leicester
0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:49 Michael Williams, Cardiff
0:55 Karl Watt, Shetland

MAP 5: THE DOOR TO CHTHON

0:09 James Eyre, Leicester
0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeneey, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland

MAP 8: THE OGRE CITADEL

0:35 James Eyre, Leicester
0:53 John Brennan, Bicester
0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland

MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford
1:26 James Eyre, Leicester

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford

2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:16 James Eyre, Leicester
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDEREARTH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge
1:20 James Eyre, Leicester

MAP 14: THE VAULTS OF ZIN

0:37 James Eyre, Leicester
0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

0:33 James Eyre, Leicester
1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeneey, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:43 James Eyre, Leicester
0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester
0:40 James Eyre, Leicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester
0:37 James Eyre, Leicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester

MAP 23: AZURE AGONY

1:25 James Eyre, Leicester
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seeneey, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Mario Kart 64

LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale
00:43:73 Adam Tucker, Great Yarmouth
00:46:78 Ben Kitchin, Australia
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle

MOO MOO FARM

01:15:77 Jeffery Van der Aa, Netherlands
01:16:55 James Eyre, Leicester
01:18:74 Arif Mollah, Rochdale
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alvaston

KOOPA TROOPA BEACH

01:20:86 Jeffery Van der Aa, Netherlands
01:23:17 James Eyre, Leicester
01:24:04 Adam Tucker, Great Yarmouth
01:24:48 Arif Mollah, Rochdale
01:27:81 Alan Dundas, Arbroath

FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake

MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale
00:25:72 Ben Kitchin, Australia
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle

VARIO STADIUM

00:18:32 Jeffery Van der Aa, Netherlands
00:18:84 Arif Mollah, Rochdale
00:19:16 Ben Kitchin, Australia
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake

CHOCO MOUNTAIN

0:46:08 Jeffery Van der Aa, Netherlands
0:57:96 James Eyre, Leicester
1:00:56 Richard Dunn, New Leake
1:02:98 Arif Mollah, Rochdale
1:20:74 Adam Tucker, Great Yarmouth

ROYAL RACEWAY

01:19:75 Jeffery Van der Aa, Netherlands
01:24:49 Arif Mollah, Rochdale
01:26:99 Ben Kitchin, Australia
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland

KALAMARI DESERT

00:50:70 Jeffery Van der Aa, Netherlands

00:52:47 Ben Kitchin, Australia

01:01:43 Arif Mollah, Rochdale
01:09:01 Adam Tucker, Great Yarmouth
01:20:65 James Eyre, Leicester

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
00:37:64 Arif Mollah, Rochdale
01:00:94 Jeffery Van der Aa, Netherlands

RAINBOW ROAD

03:08:87 Ben Kitchin, Australia
04:04:92 Adam Tucker, Great Yarmouth
04:04:70 Arif Mollah, Rochdale
04:07:89 Jamie Eccles, California
04:13:51 James Eyre, Leicestershire

BANSHEE BOARDWALK

00:52:31 Jeffery Van der Aa, Netherlands
00:55:24 Ben Kitchin, Australia
00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur van Dalen, The Netherlands

DONKEY KONG'S JUNGLE PARKWAY

00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:28 Jeffery Van der Aa, Netherlands
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:41:49 Martin Hurley, St Helens

SHERBET LAND

00:58:05 Ben Kitchin, Australia
01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:43:24 James Eyre, Leicester
01:44:20 Arif Mollah, Rochdale
01:51:69 James Eyre, Donington Le Heath
01:56:16 Martin Hurley, St Helens

BOWSER'S CASTLE

01:12:59 Jeffery Van der Aa, Netherlands
01:20:90 Adam Tucker, Great Yarmouth
01:24:12 Ben Kitchin, Australia
01:58:95 Jon Burrows, Queensland
02:02:79 James Eyre, Leicester
02:21:22 Martin Hurley, St Helens

TOAD'S TURNPIKE

01:35:52 Jeffery Van der Aa, Netherlands
01:43:33 Arif Mollah, Rochdale
01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alvaston
01:51:22 Martin Hurley, St Helens

Banjo Kazooie

SPIRAL MOUNTAIN

0:02:01 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford
0:02:44 Darren Harris, Birmingham
0:02:58 Michael Ilioski, Australia
0:03:31 Christopher Ilioski, Australia

MUMBO'S MOUNTAIN

0:04:44 Jon Burrows, Queensland
0:05:28 Kevin Seeneey, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford

TREASURE TROVE COVE

0:08:29 Jon Burrows, Queensland
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:03 Darren Harris, Birmingham

MAD MONSTER MANSION

0:10:45 Jon Burrows, Queensland
0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seeneey, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLELOOP SWAMP

0:14:07 Jon Burrows, Queensland
0:15:02 Kevin Seeneey, Bury St Edmunds
0:15:19 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:19:26 Darren Harris, Birmingham

CLANKER'S CAVERN

0:08:31 Jon Burrows, Queensland
0:08:47 Kevin Seeneey, Bury St Edmunds

0:09:16 Jan-Erik Spangberg, Sweden

0:11:36 Niall Hickey, County Waterford
0:12:21 Jan-Erik Spangberg, Sweden

CLICK CLOCK WOOD

0:20:52 Jon Burrows, Queensland
0:32:25 Jan-Erik Spangberg, Sweden
0:42:05 Niall Hickey, County Waterford
0:43:46 Kevin Seeneey, Bury St Edmunds

RUSTY BUCKET BAY

0:12:18 Jon Burrows, Queensland
0:13:30 Kevin Seeneey, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:16:47 Niall Hickey, County Waterford
0:28:38 Ingvar Gunnarsson, Iceland

FREEZEZEY PEAK

0:13:19 Jon Burrows, Queensland
0:13:34 Kevin Seeneey, Bury St Edmunds
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:19:42 Darren Harris, Birmingham

GOBI'S VALLEY

0:11:25 Jon Burrows, Queensland
0:12:44 Jan-Erik Spangberg, Sweden
0:14:44 Kevin Seeneey, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Niall Hickey, County Waterford

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeneey, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

GRUNTILDA'S LAIR

0:46:46 Michael Ilioski, Victoria

Beetle Adventure Racing

COVENTRY COVE

4:42:98 Martin Van Duuren, Holland
4:43:70 Matthys ten Ham, The Netherlands
4:48:61 Jan-Erik Spangberg, Sweden
4:50:26 Paul Nicholls, Coventry
4:50:01 Robert Parker, Cambridge

MOUNT MAYHEM

4:45:85 Matthys ten Ham, The Netherlands
4:47:65 Martin Van Duuren, Holland
4:50:03 Jan-Erik Spangberg, Sweden
4:53:52 Paul Nicholls, Coventry
4:54:69 Andrew Stanger, Wyton

INFERNO ISLE

6:29:06 Martin Van Duuren, Holland
6:33:09 Jan-Erik Spangberg, Sweden
6:36:24 Matthys ten Ham, The Netherlands
7:00:95 Robert Parker, Cambridge
7:01:69 Andrew Stanger, Wyton

SUNSET SANDS

5:11:50 Matthys ten Ham, The Netherlands
5:14:26 Martin Van Duuren, Holland
5:43:37 Robert Parker, Cambridge
5:50:66 Andrew Stanger, Wyton
6:00:96 Jan-Erik Spangberg, Sweden

METRO MADNESS

5:43:46 Martin Van Duuren, Holland
5:50:98 Matthys ten Ham, The Netherlands
6:12:53 Jan-Erik Spangberg, Sweden
6:19:76 John Brennan, Bicester
6:25:48 Andrew Stanger, Wyton

WICKED WOODS

3:42:02 Jan-Erik Spangberg, Sweden
3:54:11 Matthys ten Ham, The Netherlands
3:56:50 Martin Van Duuren, Holland
4:12:46 Paul Nicholls, Coventry
4:14:42 Andrew Stanger, Wyton

Mario Party

SHY GUY FLY

0:08:76 Kimmo Kartasolo, Finland
0:09:28 Darren Harris, Birmingham
0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood

SLOT CAR DERBY 1

0:25:13 Darren Harris, Birmingham
0:26:86 Tammy Harris, Birmingham
0:27:60 John Lambregts, Holland
0:29:73 Kimmo Kartasolo, Finland

SLOT CAR DERBY 2

0:34:03 Darren Harris, Birmingham
0:34:20 Anthony Hooley, Breaston
0:39:90 Kimmo Kartasolo, Finland

Blast Corps

DIAMOND SANDS

1:58:0 Mark Nicol, Western Australia
2:53:6 Luke Sutton, Australia

OYSTER HARBOUR

2:55:5 Mark Nicol, Western Australia
3:26:5 Luke Sutton, South Australia

SIMIAN ACRES

0:14:5 Mark Nicol, Western Australia
0:14:4 Luke Sutton, South Australia

MOON

2:23:0 Mark Nicol, Western Australia

VENUS

2:21:5 Luke Sutton, Australia

Micro Machines

THE MAIN COURSE

00:11:00 James Eyre, Leicester
00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:16:62 Ned Pendleton, Brackley

LOVE TRIANGLE

00:23:72 James Eyre, Leicester
00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

BEWARE OF THE DOG

00:17:30 James Eyre, Leicester
00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

CRASH AND FERN

00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:16:94 James Eyre, Leicester
00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS

00:26:26 James Eyre, Leicester
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK

00:15:94 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

WIPEUP

00:17:06 James Eyre, Leicester
00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

TANKS ALOT

00:18:39 James Eyre, Leicester
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

00:15:70 James Eyre, Leicester
00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

TRUCKER'S LUCK

00:17:71 James Eyre, Leicester
00:22:95 Jeffrey Van Der Aa, The Netherlands
00:24:32 Ned Pendleton, Brackley

BIKINI BLAZER

00:16:34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

PEBBLE DASH

00:15:69 James Eyre, Leicester
00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

BEACHED BUGGIES

00:11:09 James Eyre, Leicester
00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:12:30 James Eyre, Leicester
00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley

RACK 'N ROLL

00:30:05 James Eyre, Leicester
00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

PULLING POWER

00:22:47 James Eyre, Leicester
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

STINKY SINKS

00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

SAND BLASTER

00:14:72 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

SWERVE SHOT

00:06:05 James Eyre, Leicester
00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achilles Zanettis, Kenton

BREAKFAST AT CHERRY'S

00:11:30 James Eyre, Leicester
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

FORMULA X

00:13:87 James Eyre, Leicester
00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:21:98 James Eyre, Leicester
00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:13:27 James Eyre, Leicester
00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS

00:07:18 James Eyre, Leicester
00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER

00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
00:45 Arif Mollah, Rochdale
00:54 Jon Burrows, Queensland
00:56 Jan-Erik Spangberg, Sweden
00:57 Darren Harris, Birmingham

RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Karl Jobst, Australia

THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
04:08 Karl Jobst, Australia
04:11 Darren Harris, Birmingham
04:30 John Brennan, Bicester

THE JADE MOON

01:02 Richard Dunn, New Leake
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:36 Paul Nicholls, Coventry

DEFECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden
07:50 Karl Jobst, Australia
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:20 Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:02 Jon Burrows, Queensland
02:03 Karl Jobst, Australia
02:12 Arif Mollah, Rochdale
02:22 Philip Munt, Surrey

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
03:28 Jon Burrows, Queensland
05:17 Karl Jobst, Australia
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

00:24 Richard Dunn, New Leake
00:24 Luke Kemp, Sevenoaks
00:26 Karl Jobst, Australia
00:29 Jon Burrows, Queensland
00:34 John Brennan, Bicester

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
07:55 Jon Burrows, Queensland
08:31 Darren Harris, Birmingham
08:47 Arif Mollah, Rochdale
09:01 John Brennan, Bicester

BATTLE ABOVE TALORAAN

01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:20 Jon Burrows, Queensland
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham

ESCAPE FROM FEST

05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
05:44 Jon Burrows, Queensland
06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
05:02 Jon Burrows, Queensland
05:04 Karl Jobst, Australia
05:05 Darren Harris, Birmingham
05:10 Arif Mollah, Rochdale
05:11 John Brennan, Bicester

RAID ON SULLUST

01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
01:46 Jon Burrows, Queensland
01:55 Darren Harris, Birmingham
02:54 Ian Lawlor, Churwell

MOFF SEERDON'S REVENGE

02:29 Jon Burrows, Queensland
04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry
06:00 Karl Jobst, Australia

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake
03:07 Jan-Erik Spangberg, Sweden
03:11 Arif Mollah, Rochdale
03:20 Darren Harris, Birmingham
05:07 Karl Jobst, Australia

BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden
03:11 Karl Jobst, Australia
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:50 Jon Burrows, Queensland
01:50 Richard Dunn, New Leake
01:56 Jan-Erik Spangberg, Sweden
01:58 Ben Webster, Millbridge
01:58 Arif Mollah, Rochdale

SCARS

ISLAND

00:45:20 Luke Sutton, South Australia
00:45:48 Luke Kemp, Sevenoaks
00:46:76 Jeffrey Van Der Aa, The Netherlands

SKI

1:04:84 Jeffrey Van Der Aa, The Netherlands
1:09:48 Luke Kemp, Sevenoaks

RALLY

00:53:44 Jeffrey Van Der Aa, The Netherlands
00:55:84 Luke Kemp, Sevenoaks

CANYON

00:51:12 Jeffrey Van Der Aa, The Netherlands
00:51:84 Luke Kemp, Sevenoaks

MOUNTAIN

1:11:44 Jeffrey Van Der Aa, The Netherlands

WATER

1:13:36 Luke Kemp, Sevenoaks
00:46:04 Jeffrey Van Der Aa, The Netherlands
00:47:92 Luke Kemp, Sevenoaks

PIPE

1:24:24 Luke Kemp, Sevenoaks
1:28:52 Jeffrey Van Der Aa, The Netherlands

BLADE

00:58:36 Luke Kemp, Sevenoaks
00:59:24 Jeffrey Van Der Aa, The Netherlands

AZTEC

00:47:52 Luke Sutton, South Australia
00:53:32 Luke Kemp, Sevenoaks
00:54:17 Martin Hurley, St Helens
00:59:48 Andy Murray, Bournemouth

Wave Racer

SUNNY BEACH

00:55:88 David Ryan, Derby
00:57:863 Adam Tucker, Great Yarmouth
00:58:142 James Eyre, Leicester
00:59:296 Luke Sutton, South Australia
1:00:782 Alan Dundas, Arbroath

SUNSET BAY

1:00:029 David Ryan, Derby
1:00:144 Adam Tucker, Great Yarmouth
1:03:207 Luke Sutton, South Australia
1:03:925 Alan Dundas, Arbroath
1:09:152 Gavin Deadman, Biggin Hill

DRAKE LAKE

00:57:965 David Ryan, Derby
1:06:908 Adam Tucker, Great Yarmouth
1:09:305 Alan Dundas, Arbroath
1:12:527 Gavin Deadman, Biggin Hill
1:12:902 Ross McKinstry, Arbroath

GLACIER COAST

1:19:448 David Ryan, Derby
1:19:942 Adam Tucker, Great Yarmouth
1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:39:393 Charles Nuttall, Oldham

PORT BLUE

1:23:733 David Ryan, Derby

1:24:704 Adam Tucker, Great Yarmouth
1:29:903 Charles Nuttall, Oldham
1:30:304 Mick Smith, Worcester
1:38:255 Ruaidhri Dunn, Enfield

SOUTHERN ISLAND

1:00:106 David Ryan, Derby
1:05:837 Adam Tucker, Great Yarmouth
1:12:716 James Eyre, Leicester
1:13:497 Luke Sutton, South Australia
1:14:868 Darren Harris, Birmingham
1:17:721 Gavin Deadman, Biggin Hill

Twilight City

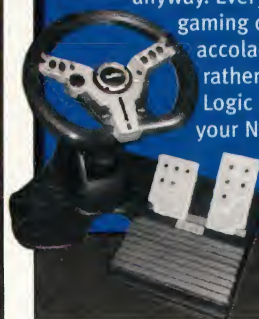
1:28:483 David Ryan, Derby
1:44:321 Adam Tucker, Great Yarmouth
1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruaidhri Dunn, Enfield
1:48:406 Simon Blakeney, Basingstoke
1:50:372 Martin Hurley, St Helens

MARINE FORTRESS

1:15:165 David Ryan, Derby
1:18:853 Adam Tucker, Great Yarmouth
1:27:710 James Eyre, Leicester
1:27:854 Ruaidhri Dunn, Enfield
1:30:372 Gavin Deadman, Biggin Hill
1:37:192 Martin Hurley, St Helens
1:45:873 Andy Murray, Bournemouth

THE ULTIMATE PLAYER

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion who picks up the coveted accolade of Ultimate Player, wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.



Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

64 A to Z

Of Hints, Tips & Cheats...

SOLUTIONS

Need help? Then this is where to come! The following 12 pages contain a complete list – updated monthly – of every N64 cheat, hint and tip. New additions are highlighted in red.

AIR BOARDER 64

BONUS CHARACTERS

To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

BONUS BOARDS

Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards

J-Arm

Gives extra turbos
Ika-Chu
gives double jumps
Father
gives longer air time
J-B
press A+B for turbo jumps

AERO GAUGE

TURBO START

Hold A and B at the start then release B after the announcer says "ready!"

TURBO

For speed hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If your timing is right you get a burst of

extra speed. Keep using the turbo until the temperature gauge rises too high.

AUTOMOBILI LAMBORGHINI

MIRROR TRACKS

To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

HIDDEN CARS

Bugatti EB110

Finish championship mode on novice

Ferrari F50

Finish championship mode on expert

Ferrari Testarossa

Finish the basic arcade mode on expert

Porsche 959

Finish the basic arcade mode on expert

Vector

Finish the pro arcade mode on novice

Dodge Viper

Finish the pro arcade mode on expert

ARMORINES: PROJECT SWARM

CHEAT CODES

Enter the following codes on the cheats screen for the resulting effects.

Goldenpie unlocks all cheats

Skippy accesses all levels

Godly reveals God mode

Loaded unlocks all weapons

Sorted gives you infinite ammunition

Pen and Ink mode

To remove all the texture maps from the game, type in the word *Sketchy* on the Enter Code screen.

Fast Running

To sprint at high speed, enter *Sonic* on the codes screen.

ARMY MEN: SARGE'S HEROES

CHEAT CODES

Enter any of the following codes at the password screen.

All Characters:

ALCHR

All Multiplayers:

VRCLN

All Weapons:

NSRLS

Weird Colours:

CLRSMN

Invincibility:

MMRTL

Invisibility:

DNLVSKSF

Giant Mode:

IVNLRG

Infinite Continues:

CNTN

Full Ammo:

MMLVSRM

Level Select:

DNSTHMN

Mini Mode:

DRVLLVSM

Debug Info:

THDTS

AEROFIGHTERS ASSAULT

Access All Levels

Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

Secret F-15 Plane

On the opening title screen enter the following code: C Left, C Down, C Right, C Up, C Left, C Right, C Down.

Secret Level

Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

CREDITS

On the title screen enter R, A, Z, R, C Right, A, B to enable the credits option.

Alien Team and Stadium

On the 'enter cheats' screen, enter the code: ATEMYBUK

Beachball Baseball

On the 'enter cheats' screen, enter the code: BBNSTRDS

Big Everything

On the 'enter cheats' screen, enter the code: GOTHILUM

Broken Bats

On the 'enter cheats' screen, enter the code: BRKNBAT

Fat or Skinny Players

On the 'enter cheats' screen, enter the code: ABBTNCSTLO

Fireball

On the 'enter cheats' screen, enter the code: GRTBLSFDST

Paper Players

On the 'enter cheats' screen, enter the code: PRPPAPLYR

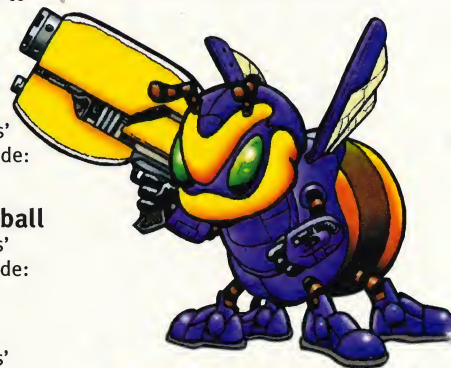
BUCK BUMBLE

All weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.

Access all missions

On the title screen, hold Z and press Right, Down, Down, Right then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.



BOMBERMAN HERO

Achieve a five rating on every stage up to and including Garaden Star for:

Slider Race

(Available on the options screen.)

Gossick World

Collect all 24 of the other Dimension Bombs for access.



Golden Bomber

Finish the hidden Gossick world to get another play mode on the options screen.

Princes Millian's Treasure Hunt

Finish Gossick World to get a third play mode mode on the options screen.

A, C Up, C Up, Up, Left.

Refill Health/Fuel

Down, Up, Right, A, B, Left, C Right.

Kill Adam

B, Left, C Right, C Right, Down.

Create Mutant

C Down, Up, Z, Z, C Right, Right.

Black Adam

C Left, C Right, A, C Down, C Right, Left.

All Artifacts

Up, C Down, C Right, Z, Up, Left.

Tall Adam

B, A, C Up, A, C Up, A.

Short Adam

Down, C Left, A, Right, Z.

Fat Aliens

Left, A, Right, Down.

Weak Boss

Z, C Right, C Right, B, Left, C Right.

Dancer

Down, Up, C Up, Down, C Right, C Right.

BATTLETANX**All Gangs In**

Campaign Mode
Enter LTSLTSGNGS as a password

Storm Ravens**Gang**

Enter WMNRSMTTR for the all-women Storm Ravens Game

MSTSRV

Invincibility

LVFRVR

Infinite Lives

PLVRZM

All Weapons

LTSFBLTS

Infinite Ammo

CRSTLCLR

Invisibility

FRGZ

Frog Mode

TDZ

Toad Gang

CDPLT

Run Story Mode

CNCTHRTM

Psychedelic View

HVRL

Spinning View

Suicide

Hold Down all the C buttons together

BATTLETANX: GLOBAL ASSAULT**Custom Gangs**

To get hold of the M2 Hydra tank in the multiplayer, enter TRDDYBRRRKS on the password screen

Level Menu

Enter WRDRB on the password screen and you'll be able to select the level that you want to play on

Cheat Codes

On the Code entry screen, type in any of the following codes to get the effect that you want

RCKTSRDGLR

Unlock all weapons

WRDRB

Boat Assault Bonus Level

NNKNHCKS

Unlock Brandon's Gang

TRDDYBRRRKS

Unlock Custom Gang

HPPYHPPY

Invincibility

8oDYS

Access all levels

Special Power Ups

Collect 15 of most of the items in the game and then when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example with the flamethrower, you will fire three flames at once.

BIO FREAKS**ONE HIT FATALITIES****Minatek**

Move in and press: Towards, Away, C left + C Down

Zipperhead

Towards, Away, Away + C Right

The first time you take one arm off, the second time you take the other arm, finally move in close to take off the head

Ssapo

Move in close and press:

Towards, Away, Away + C Up + C Right

Psychown

Move in close and press: Towards, Away, Away + C Left + C Down

Sabotage

Towards, Away, Away + C Up
First time, you take an arm off, second time the other arm. Finally move to about three steps away and take off the head

Bullseye

Move in close and press: Towards, Away, Away + C Up

Delta

Move in close and press: Towards, Away, Away + C Down

Purge

Away, Towards, Towards + C Up + C Right

Taunt

To taunt your opponent hold: C Left and C Right

First Person**Perspective**

During a fight hold away on the control pad and press Start. To switch back hold Down on the control pad and press start.

CHARLIE BLASTS TERRITORY

Enter the following passwords to be warped to that level

(H=Hearts, D=Diamonds, C=Clubs, S=Spades, J=Jack, Q=Queens, K=Kings, A=Ace)

DESERT ISLANDS**Desert stash**

4S, 5H, 10C, QC, QC

The Gauntlet

4C, 5H, 10C, 9C, 4C

Blockout

AC, 7D, 6H, 6S, 2H

Danger Pass

6H, 2H, AS, 5H, 8H

Switchback

9D, 10D, JD, JH, QH

Gather TNT

9D, 10H, 10H, 7D, 5H

X marks the spot

AC, 7D, 8D, 5C, 8H

It's about time

6D, 4H, 9H, 6H, QC

Tres Amigos

7D, 10H, AH, 9S, 6H

ALPINE ISLANDS**It's a bomb**

7D, 4S, 9D, 7H, QH

Think fast

6D, 4D, 9C, 8C, 4C

Chain reaction

5S, 9S, JH, 6C, 4C

Switchbacks

2H, 3D, 9D, 3D, 2C

Big bang

4C, 5H, QS, 4C, 8C

Long haul

6D, JS, 2H, AD, 6H

Run like crazy

6H, 2H, QC, 7S, 3H

Tix-Tacs-oh No!

6C, KH, 10H, AC, 3S

Bouncing Charlie

2H, 3D, 7H, 6C, 10D

Double Bounce

6D, JC, 3H, 4C, 8H

TROPICAL ISLANDS**Hot Spots**

AC, JS, 3C, 7H, 9H

Oil Slick

9H, 6C, 2H, 6S, 2S

Bumpers

2H, 3D, 7C, QD, 8D

Conveyor Belts

AC, 7D, 6S, JC, 4H

First in, Last Out

AC, JC, 3D, JH, KH

Turnaround

4C, 6H, 8C, QS, AD

S. Dakota Switch

2H, 4D, 6D, 4C, 6C

Double Cross

5S, 9S, 10S, QS, 9C

Decathlon

D, 4C, 8H, AC, 10C

Moving Ground

9C, AH, JH, 8D, AS

SWAMP ISLANDS**Breakaway**

2H, 6S, 8D, 7H, 7D

remote Control

5S, 9S, JS, 10D, 4C

Trampoline Act

AC, JC, 3D, JC, 7H

Runaround

2S, 6S, JH, 4H, KC

Take it with you

5D, 9H, 2D, 5H, KD

Twin Cities

AC, 6S, 8S, 2C, JS

Crossover

AS, 5D, 3S, JH, AS

Cornered

9D, QD, 4C, 5C, 3H

Peninsula

9H, QH, 5S, JD, AH

Chip Shop

5S, 9C, QS, 7C, 3C

COMMAND & CONQUER

Save those pennies

If you find yourself short on cash, try these tips to stretch your funds: To build up a healthy supply of Orca helicopters, build helipads rather than the actual choppers. Scrap the helipad, leaving you just the Orca and saving yourself \$500. If you need more power, forget building an advanced power plant and build two normal power plants instead. You'll save yourself \$100 and you'll be able to keep them for longer as they will have better armour than the advanced version. If you have no morals, send some troops into any civilian village and get them to blow up the local church. If you search the rubble afterwards you'll find \$200

DIDDY KONG RACING

Obtain all the amulet pieces and the four gold trophies. Return to the central area and look for a green guy sporting some red feathers. Run him over to enable drumstick.

Play as it

Beat him in every race on Time Trial mode. If you have done it, he'll tell you to try the next race. Beat all TT's times and you'll be able to play as him!

Magic Codes

Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be

turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.

JOINTVENTURE

Co-operative two player adventure mode

DOUBLEVISION

Everyone can select the same player

FREEFORALL

Maximum power-ups on pick-ups

FREEFRUIT

Start race with ten bananas

VITAMINB

No limit to the number of banana power-ups

ZAPTHEZIPPERS

Remove the zippers from the track

NOYELLOWSTUFF

No bananas on track

BYEBYEBALLOONS

No balloons (ie: weapons) on track

TIMETOLOSE

Ultimate AI characters

BOGUSBANANA

Bananas reduce speed instead of boosting it

BODYARMOR

All balloons are yellow shield balloons

ROCKETFUEL

All balloons are blue boost balloons

BOMBSAWAY

All balloons are red rocket balloons

OPPOSITESATTRACT

All balloons are magnetic rainbow balloons

TOXICOFFENDER

All balloons are green drop behind balloons

ARNOLD

Larger characters

TEENYWEENIES

Smaller characters

OFFROAD

Four wheel drive for more speed on rough terrain

BLABBERMOUTH

Instead of a horn, the characters will babble incoherently

JUKEBOX

Music menu

WHODIDTHIS

View credits without completing the game

DESTRUCTION DERBY 64

Turbo start

Straight after the announcer says "set" press and hold down the A button.

Unlock Extra Cars

In world championship mode:

Taxi Cab

Complete the first circuit.

Pick Up Truck

Complete the second circuit with the taxi

Ambulance

Complete the Legend circuit with the pick up.

Ragtop

Beat Alpine Ridge time trial challenge with Baja.

Blue Demon

Beat Seascape Sprint time trial challenge with Ragtop.

Hatchback

Beat Terminal Impact time trial challenge with Ragtop.

Low Rider

Beat Metro Challenge time trial challenge with Ragtop.

Hot Rod

Beat Sunset Canyon time trial challenge with Ragtop.

Woody

Wagon

Beat Bayou Run time trial challenge with Ragtop.

Police Car

Beat Midnight Rumble

time trial challenge with Ragtop.



DUKE NUKEM 64

Enable PAL cheat menu

On the main menu press: Left, Down, L, L, Up, Right, Left, Up. All cheats can now be turned on or off from the cheat menu.

All Items

Enable the cheat menu then press: R, C, Right, Down, L, C Up, Left, C Right, Left

Invincibility

Enable the cheat menu, press: R, C, Right, R, L, R, R, Left

No Monsters

Enable cheat menu, press: L, C Up, L, C, Down, Right, Left, Right
A monster roars if you have done it correctly.

Level Select

Enable cheat menu, press R, L, R, C Down, Right, Up, Left, C Up
It's now possible to select any level you want from the cheat menu during play.

DUKE NUKEM: ZERO HOUR

Multiplayer

Characters

Finish the one player game and each new level adds a new multiplayer character to select.

First Person & Action Modes

Finish the one player game to get a first person mode and an action mode (which

makes all your shots one-hit kills).

Free Health

If you find a fire hydrant in the game, stand next to it when you shoot it. Now hold down A to regain all your health.

Action Nukem Mode

If you want to kill opponents with one shot enter Down, A, Z, Z, Left then A on the title screen.

Different Skins

At the title screen when "Press start" appears press, C Left, R, R, Left, Up, Down, B, A then Z to allow different skin models to be selected in one player mode.

Infinite Ammo Rifle

On the title screen, press C Up, C Down, C Left, C Right, L and then R to start with the rifle and unlimited ammunition.

DOOM 64

?TJL BDFW BFGV JVV B

Enter this code and start the game, then pause to see a features option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and make yourself invincible!

EXTREME-G

Ultimate Password

On password screen enter 81GGDS.

Weapons

Enter on name selection: arsenal.

Unlimited Turbo

Enter on name selection screen: nitroid

Rock Race Mode

Enter on Name selection screen: roller

Extreme Speed

Enter on name selection screen: xtreme

Fisheye lens

On name selection screen:



fisheye

Upside down ModeOn name selection screen:
antigrav

the cheat menu screen:

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L, and R and Right, L and C Left.

DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Grenade**Launcher**

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket**Launcher**

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C left.

Turbo Mode

Land Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives

R and C left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

Silver PP7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

MULTI RACING CHAMPIONSHIP**Guaranteed Victory**

If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to out-pace even cars that should be much faster than you!

Hidden Route

The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree. Simply drive through the tree to easy street.

MISCHIEF MAKERS**Infinite Red Rubies**

Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit the level then re-enter it and repeat the process to get as many rubies as you can carry.

Extra Stages

Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them-once this is over, you can press R on the level select screen to get 12 more levels.

MACE: THE DARK AGE**To play Two Player Practice Mode**

Highlight practice on the menu screen and press start simultaneously on both controllers. Select the desired characters, and then knock each other about for as long as you like.

Fight as Gar Gunderson, The War Mech or Ichiro

When the first game screen appears after you turn the power on appears, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character screen and press the start button four times to compete on their home stage and then select the character you want to fight and begin.

Bonus Stage

Highlight each of the characters listed in order and press start every time, then select the character you want.

Fight as Pojo The Chicken

Successfully perform Taria's execution. The begin another match and highlight Taria, hold the start button down on the selection screen and Pojo will appear. Without releasing start, press a Quick button to select Pojo. If you're in two-player select mode, they can do the same thing and it'll be Pojo against Pojo.

Fight as Grendal

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold start and Grendal appears. Don't release start, and press Quick to select Grendal.

Fight As Ned the Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos then move along to Kios Long and press Quick to play as a janitor.

Head Swap

On the character selection screen, press start on each of the following characters in turn; Al-Rashid, Takeeshi, Mordos Kull, Kios Long, Namira.

Pink Slippers.

On the character selection screen, press start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy pink slipper!

MORTAL KOMBAT TRILOGY**Random characters**

On the character selection screen, put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.

**GOLDENEYE**

In game cheat codes, enter at any point in gameplay:

Invincibility

L and Down, R and C Right, R and C Up, L and Right, L and C Down, R and C Up, L and Right, R and Down, L and Left, L and R and C Right.

All Guns

L and R And Down, L and C Left, L and C Right, L and R and C left, L and Down, L and C Down, R and C Left, L and R and C Right, R and Up, L and C Left.

Maximum**Ammunition**

L and R and C Right, R and Up, R and Down, L and R and C Right, L and R and Left, R and Down, R and Up, L and R and C Right, R and Left.

Invisibility In**Multiplayer**

L and C Up, L and R and C Left, R and Up, L and Right, R and C Left, L and Right, L and R and C Left, L and C Right, L and Up, L and R and C Down.

Cheat Menu codes, enter on



Play as Motaro

On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him

Play as Shao Khan

On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.

Play as Kameleon

On the Star Bridge stage when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes. You'll then have the opportunity to battle as Kameleon!

Fight As Human

Smoke

Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight screen appears or in between rounds.

Unlimited Credits

During the story screen press, Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words 'freeplay' will appear in the remaining Credits window.

Extra Options

During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.

Bonus G alaga-Type Game

If you persevere and fight 100 two player matches consecutively, a game called the Land Of Realm will begin.

Bonus Pong Game

If you fight 50 two player games consecutively, a bonus game of Pong will start running.

Bonus Space

Invaders-Type Game

Press Z when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that round will get to play Space Invaders

Enable Both Red and Blue ? Menus

During the story screen press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available.

MORTAL KOMBAT 4

Fight As Meat

Choose Group Mode and win as all 16 characters

Cheat Option

Highlight continue on the options screen and the hold Run and Block until the cheat option appears.

Fight As Goro

Select the Hidden icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight as Noob Saibot

Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Kombat Modes

Input the following codes on the Two player Vs screen where the characters pictures are facing each other. There are two three digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The number indicate how many times

you must press Low Punch, Block and Low kick respectively:

001 001
Unlimited Run

002 002
Weapon Kombat

010 010
Disable maximum damage

012 012
Noob Saibot

020 020
Red Rain

050 050
Explosive Kombat

100 100
Throwing Disabled

110 110
Maximum damage and disabled throws

111 111
Free weapon

123 123
No Power

222 222
Random weapons

321 321
Big head mode

333 333
Random kombat

444 444
Armed and dangerous

555 555
Many weapons

666 666
Silent kombat

MICROMACHINES 64

All codes are entered by pausing the game and inputting the code before racing as normal. A beep will confirm the cheat. Re-enter cheat to turn it off.

Behind Car View

Left, Right, C Left, C Right, Left, Right, C Left, C Right

Big Bounces

C Left, Right, Right, Down, Up, Down, Left, Down, Down

Double Speed

C Left, C Down, C Right, C Left, C Up, C Down, C Down, C, Down, C Down

Slow CPU cars

C Right, C Up, C Left, C



Down, C Right, C Up, C Left, C Down

Transform Car

Down, Down, Up, up, Right, Right, Left, Left

Debug Mode

C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down
Once you've entered this code, press one of the following combinations to get the right response. A beep will confirm this.
Hold Z and press Up, Down, Left and Right- Change camera angle.
Hold Z and press L or R- Change camera zoom
Hold Z and press C Left- Turn player into computer drone.

MISSION: IMPOSSIBLE

After these codes have been accepted you will here the words "Ah, that's better." (all entered on mission select screen)

Silenced Weapon

C Up, L, C Right, C Left, C Down

Infinite Ammo

C Up, Z, C Left, Z, C Left

Invulnerability

R, Z, C Down, R, R

Rocket Launcher

C Up, L, C Left, C Right, C Down

Turbo Mode

C Up, Z, C Up, Z, C Up

Kid Mode

C Down, C Up, R, C Left, Z

9MM Pistol

R, L, C Down, C Up, C Down

Big Head Mode

C Down, R, C Up, R, C Left

MARIO PARTY

Easy Money and Stars

To keep all the money and stars collected by any computer opponents on boards beyond the warp pipe, simply pause the game and enter the options screen. Now change all the computer players to human opponents - you must have enough controllers plugged in - on the final turn of the board, when the scores are added up, you'll receive all their winning as well as your own.

Bumper Ball Maze 1

Beat Toad in the final "Slot Car derby 2" on mini game island. You can play Bumper Ball Maze 1 in the mini game house.

Bumper Ball Maze 2

Clear all 50 mini games on mini island to access Maze 2.

Bumper Ball Maze 3

Set a new record on both Bumper Ball Maze 1 and 2 to open the third course.

BOWSER'S MAGMA

Mountain Stage

Successfully complete the first six stages and collect 1000 coins and you can buy the key to Magma Mountain from the shop.

Eternal Star Stage

Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.

Special Items In shop

Complete the Eternal Star stage and after the end sequence will appear special items will be available in the shops.

MARIO GOLF

Left Handed Golfer

To change your character to a left handed player, Hold down the L button as you select them on the character select screen.

Change Character Costumes

Press any of the C buttons when choosing your character and you'll get some new gear.

Koopa Park Golf Course

To access this course enter QTM5MV4H on the password entry screen.

Secret Characters

Complete the following criteria to open each of these secret characters:

Luigi

Beat him with any character in computer Vs mode.

Yoshi

Beat him with any character once you've got Luigi.

Sunny

Beat him with any character once you've got Yoshi.

Wario

Beat him with any character once you've got Sunny.

Harry

Beat him with any character once you've got Wario.

Mario

Beat him with any character once you've got Harry.

Mable

Get 50 coins in tournament mode.

Donkey Kong

Get 30 stars in Ring Shot Mode.

Bowser

Beat him with any character once you've got Mario.

NHL BREAKAWAY '98

Cheat Menu

Go to the main menu and press C Left, C Right, C Left, C Right, R, R.

Player Inspection

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, C Right.

Remove Opposing Goalie

Press start during play select game options menu which is followed by the game settings menu. Select the controller set up option and move your controller across so that you're controlling the other team. Select the pull goalie option and move your controller set up again to switch back and resume the game.

OFF ROAD CHALLENGE

Four extra trucks

(All cheats are accessed on vehicle selection screen)

Punisher Truck

Tap C Down

4x4 Monster Truck

Tap C Up

Thunderbolt Truck

Tap C Left

Crusher Truck

Tap C Right

El Cajon Track

to play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track

Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

Guatalupe Track

Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat. Then highlight the VEGAS stage hold down Z and press A

Quick Start

To get a boost at the start of the race hit the gas as the announcer says "Go!"

PUYO PUYO SUN 64

Elephant Mode

Highlight elephant and hold down start for three seconds on the character select screen.

Play As Satan

Highlight Shezo and hold Start for three seconds.

Random Character Selection

On the character selection screen highlight Rulue and hold Start for three for seconds.

Play as Carbuncle

On the character select screen highlight Arle and hold Start for three seconds.

Select Opponent's Character

On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

QUAKE

Debug Mode

This cheat gives you access to level warp, weapons and God mode. On the password screen type: QQQQ QQQQ QQQQ QQQQ. You will receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.



QUAKE 2

ONE PLAYER PASSWORDS

Central Complex
6JBB NVJB B5BR XBF5

Intelligence Centre

1KLS ?VDH B8BT FLXM

Communication Centre

ZKLT QN7G 90B? YCH6

Orbital Defence

VK3K 1MBG T8B7 DCBK

Docking station

WK3C CW3B 99BB XBGH

Strogg Fighter

TK7F BDGT FCJP YF6G

Cargo Bay

ST6T 7MXR 9V10 JVR9

Zaxite Mines

R?8R DPDL 6HJX 9VG6

Storage Facility

Q8?H GNVC PF1L ?BPC

Organic Storage

P64Y Q6RS T71K ?LW8



Processing Centre
N4R3 7T82 VWQW ZG?V

Geothermal Station
MGO4 9QMG Y4oV LQKY

Detention Centre
L689 GR4B 7oVB JMGM

Research Lab
K6?Y X766 T6ZK 994R

Bio Waste Treatment
J6?4 7SLM YR72 QDSB

Access conduits
H6?W 39XL P4Z1 7XBC

Decent to the core
G46V MQZ2 V6FK NK9W

Comman Core
F46V RQZ2 VYSH SK7N

Secret Level: Twist
FBBC VB8B FBBC VBF7

**MULTILEVEL
PASSWORDS**
Change Level Colours
S3TC oOLC oLoR S???

Infinite Ammunition
S3TL NF1N 1T3S HOTS

Low Gravity
S3TL oWRG V1TY

RAKUGA KIDS

Alternate costume
Press punch or kick buttons to choose your fighter and different costumes on the character selection screen.

Fight As Inoz
Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

Fight As Darkness
Accumulate a totla of more than five hours gameplay.

RAINBOW SIX

Recruit Passwords

Level 2
12D1S2Q22MQQ

Level 3
BJDBC3Q22WQQ

Level 4
BZDBSMQZZ!QQ

Level 5
CJTCCQ2FSGS

Level 6
K2TK65Q2F4SQ

Level 7
T2TT68QGF!WQ

Level 8
5JR5L1QGGSQ

Level 9
52T572Q4G4SQ

Level 10
VJVVLJQGGWSQ

Level 12
VZRFTMQ2G8SQ

VETERAN PASSWORDS

Level 2
1ZL1S2RF2MQQ

Level 3
BJJBC3RF25QQ

Level 4
BZJBSMR28RQ

Level 5
CZBCS5RFFMRQ

Level 6
DJBDCYRFF5RQ

Level 8

LZBDS8R2F8RQ

Level 9
MJB2D1R2D2RQ

Level 10
2ZB2T2R2GMQQ

Level 11
FJJFD3R2G5RQ

Level 12
FZJFTMR2G8RQ

ROBOTRON 64

All codes to be entered on game set up menu screen.
Following passwords start game with 110 lives

Easy Level:
BSBBBTJBB

Normal Level:
BCBBLBTJB

Insane Level:
BFBBCTJBB

Level select
Down, Up, C Left, Down, C Left, C Right, Down, C Right

Speed Up
During the game: Left, Left, Right, Right, C Up

Shield
During the game: Down, Left, C Left, C Right

Flame Thrower
During the game: Down, Right, Down, Right, C Right

Gas Gun
During the game: Up, Down, C Right, C Left

Four Way Fire
During the game: Down, Down Up, C Right

Three Way Fire
During the game: Right, Right, C Left, C Down

50 Lives

Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire

During the Game: Up, C Up, Up, C Up

ACCESS FINAL LEVEL

Enter BJTCNGLFCR as a password to get the end.

PASSWORDS

Level
90: CSSRQQHLRH
98: DGQDQQLLHJ
99: DNKFGQLLJ
100: DDJGQJLLJ
101: DLRHQQLDLJ
102: DBBJQLDLNS
103: DMNJQGLFPS
104: DNTJQLCLQJ
105: DGBKQLCLQJ

READY 2 RUMBLE BOXING

Unlock classes and boxers

Enter these codes in the championship mode to unlock the relevant class boxers.

BRONZE

Bronze class

SILVER

Silver class

GOLD

Gold Class

CHAMP

Championship Class/All boxers

Cheap Nutrition

When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

Rumble Flurry

During the fight power up your rumble meter by

landing solid punches and then hit A and B together to enter rumble mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.

ROAD RASH 64

Alternate Colours

Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop

At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes

At the main menu screen, press C Up, C Left, C Left, C Right, L, R, C Down, Z to unlock the two fastest bikes.

Female Biker

At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races

On the main menu screen, press C Up, C Left, C Left, C Right, L, R, Down and Z.

RUSH 2: EXTREME RACING USA

Cheat Menu

Hold Down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

Resurrect in place

Hold down Z + C Left and press C Right. Release them and hold down Z + C Right and press C Left.

Levitiation

Hold down L, R and Z and tap all the C buttons four times.

Tyre Scaling

Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Auto Abort

C Up, C Up, C Up, C Up



Invisible Tracks

Hold down L, R and Z and tap all the C buttons seven times.

Invisible Car

Hold down L, R and Z and tap all the C buttons eight times.

Fog Colour

Hold down L, R and Z and tap all the C buttons three times.

Frame Scale

Hold down Z and C Down and press C Up. Release them and hold Z and C Up and press C Down.

Massive Mass

Hold down L and R and press C Up, C down, C Left and C Right

Killer Rats

Hold down L and R and press Z four times.

Suicide Mode

Hold down L, R and Z and tap all the C buttons four times.

Super Tires

Hold down L, R and Z and tap all the C buttons six times.

Gravity

Hold down L, R and Z and tap all the C buttons five times.

Limousine

Press Up, Down, Left, Right, Z, Z, C Up and C down on the car selection screen.

Taxi

Pick up six of the golden keys on any track and the taxi is yours.

Formula One

Collecting nine keys on any tracks get you a very fast new car!

Prototype Car

Collect all 12 keys from any track.

Rocket car and Midway track

Complete the whole circuit

mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

Mountain Dew**Dragster**

Find all four Mountain Dew cans on any level.

New York Cabs

R, L, Z, C Up, C Down, C Up Switch control directions Move the cursor over to the mirror selection while on the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option.

In the cheat menu

Line up the cursor with the cheat that you want to access then press the following codes:

Burning wreak

Hold Up and Press Z four times.

Cone Mines

Hold Z and press L and R four times.

RAMPAGE**Hidden Character**

In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

Tank/UFO rides

Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which they move. it won't last wrong however! Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph
Cats

Lizzie
Birds

George
Dogs

HIDDEN CITIES
On the next city screen tap the following buttons

Ralph
Kick

Lizzie
Punch

George
Jump

**RAMPAGE 2:
UNIVERSAL TOUR****Passcodes**

NoT3T

Opens all characters

BVGGY

Opens cheat menu in options

B1G4L

Play as mystery alien

SM14N

Play as George

S4VRS

Play as Lizzy

LVPVS

Play as Ralph

SRY3D

Play as Nubus

RESIDENT EVIL 2**Cheat Codes**

Enter these codes on the Load Game screen. You'll be returned to the main menu if the code is done correctly.

Invincibility

Down x4, Left x4, L, R x2, L, C Up, C Down.

Infinite Ammunition

Up x4, Right x4, L, R, L, R, C Right, C Left.

**RUGRATS
TREASURE HUNT****Secret level**

Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to revert to normal and walk through the maze as if it was a normal area.

S.C.A.R.S**Enter these codes on the option menu**
LGSSSX

Crystal cup

CRKKYY

Diamond cup

DZPKKK

Zenith cup

PXPRTS

Master mode, compete with all hidden cars

SDSSRT

Scorpion car

TRTTLL

Cobra car

NRNNRR

Cheetah car

YMSTTR

Panther car

WLLVDD

All codes

On player select screen do the following to open everything up.

Left, Up, Right, Down, Z, R, Down, Left, Up, Right

**1080°
SNOWBOARDING****Dragon Cave**

Select Match Race and finish all courses in hard mode.

Penguin Snowboard

Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

Transparent Boarder

Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

Gold Boarder

enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right and press A on his statistics screen.

Deadly Fall

Select death match and finish all courses in expert mode.

**SUPERCROSS
2000****Freestyle Trick List**

Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you 1000pts!

No hander

Up

No Footer

Down

Nac Nac

Left

Pancake Whip

Right

Rear fender grab

Up, Down

Vertical fender grab

Down, Up

Slide heel click

Right, Left

Banzai

Left, Right

Superman

Left, Down, Right

Bar Hop

Up, Left, Up

Saran wrap

Up, Right, Down

Cliffhanger

Right, Down, Left

Heel click

Down, Left, Up

Nothing

Right, Up, Left

Cordove

Left, Up, Right

Can Can

Down, Right, Up

Superman fender grab

Up, Left, Down

No riders

when selecting an event tap the C up button to bring up a code screen and enter NOR1D3RS to make everyone invisible.

Sheep racing

Bring up a code entry box again and then enter MUTTON as a code to race with sheep.

SUPER SMASH BROTHER

Change costumes

Press any of the C Buttons whilst your on the character selection screen

Play in the Mushroom Kingdom

Complete the game with all eight characters

Play as Captain Falcon

Complete the game in less than 20 minutes and then beat the captain in the one on one battle that follows.

Play as Luigi

Complete all of the bonus levels with all the characters then beat Luigi in the battle that follows.

Play as Jigglypuff

Complete the game as any character and then beat Jigglypuff in the battle that follows.

Play as Ness

Complete the game with three lives on the normal setting without continuing and then beat Ness in the battle that follows.

SOUTH PARK

FUNCTION

All cheats

CODE

BOBBYBIRD

LEVEL SELECT

THEEARTHMOVED

Invincibility

ASSMAN

All weapons

FATKNACKER

Unlimited ammo

FATTERKNACKER

Skinny mode

VEGGIEHEAVEN

Big head mode

MEGANOOGIN

Pen and ink mode

PLANEARIUM

View credits

SCREWYOUUGUYS

All characters

OMGTKKYB

Officer Barbrady

ELVISLIVES

Mr Mackey

CHEATINGISBAD

Philip

PHAERT

Terrence

RAFT

Mr Garrison

DOROTHYSFRIEND

Chef

LOVEMACHINE

Wendy

CHECKATACO

Pip

FISHNCHIPS

Ike

KICKME

Mrs Cartman

ALLWOMAN

Mephisto

GOODSCIENCE

Jimbo

STARINGFROG

Ned

HAWKING

Big gay Al

OUTRAGE

Alien

MAJESTIC

Starvin Marvin

SLAPUPMEAL

SOUTH PARK RALLY

Hidden Characters

Complete these tasks

Mr Garrison

Finish Rally Days 2 race

Mr Mackey

Finish Spring Cleaning race

Big Gay Al

Finish Pink Lemonade race

Mephesto

Finish 4th July race

Grandpa

Finish Halloween race

Jesus

Finish Christmas race

Satan

Finish New Years Day race

Ned

Finish 4th July race with

Kyle

Damien

Finish Halloween race with Kenny

Visitor

Collect two pot pies in Memorial Day race

Ike

Collect the item on the plane wing in the Memorial Day race

Terrence/Phillip

Collect 4 Gold Cows on the Christmas Day Race

STAR WARS RACER

To enter the following codes, select a position marked 'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press L again before entering your name as normal. Enter all codes on the name entry screen.

Dual Control

Enter RRDUAL to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

Mirror Mode

RRTHEBEAST then enter the cheat menu to turn on the mirror option.

Debug Menu

RRDEBUG to access the debug option.

Invincibility

RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

Play as Cy Yunga

RRCYUN

Turbo Start

As the amber light and the number one are about to disappear, the accelerator for a boost.

Have Six Pit Droids

RRPITDROID. Visit Watto's shop and press Up, Down, Left, Right, Right, Up

Play as Jinn Reeso

RRJINNRE

Taunt Your Opponent

Hold Z as you press A to start the race.

Open All Cheats

Go to an empty spot in the tournament mode and open the debug menu. Using the sam method of holding Z and pressing L to select the letters, enter the code RRTANGENTABACUS before selecting End with the L button Start any race, pause the game and press Up, Left, Down, Right o the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

STAR WARS

Fly the Tie Interceptor

Enter the password to pilot the Millennium Falcon and put in TIEDUP as another password, Go to the ship selection screen and highlight the Millennium Falcon and press up on the analogue stick.

Beggar's Canyon Level

Get a bronze medal or higher on all sixteen missions to pilot a T-16 Skyhopper through the Beggar's Canyon on Tatooine.



Death Star Trench

Get a silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

Battle Of Hoth

Earn a Gold medal on all sixteen missions to pilot a snowspeeder in the battle of Hoth.

PASSWORDS

Infinite lives
IGIVEUP

View Credits

CREDITS

Alternate Radar

RADAR

Control AT-ST

CHICKEN

More A-Wings

ACE

View Movies

DIRECTOR

Millennium Falcon

FARMBOY

Music Test

MAESTRO

All power ups

TOUGHGUY

Open all levels

DEADDACK

Bearded man on screen

HARDROCK

Change V-Wing into

Flying Cadillac
KOELSCH

SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on medium level. start a new save slot on your controller pak and call it '_Wampa_Stompa' (each '_' represents a space). The name must be written correctly, including case, with one space before Wampa and two spaces

between Wampa and Stompa.

When you start the game, pause it, go to the options menu and set the controller type to traditional.

View end sequence

End your name as _Credits

Plat as Wampa

On the "Escape from Echo Base" Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character, push Down to give him Hamill type scars.

Play as AT-AT

In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the D-pad to attack.

Play as Stormtrooper

Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

Play as the Tie Fighter

This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

Cheats Menu

This code grants you access to a multitude of menu options.

1. As usual use a game with the player's name as _Wampa_Stompa.
2. Begin playing on any of the levels and then pause the game.
3. Hold down all the C buttons, Z, L, R and the D-pad Left
4. Still holding these

buttons, move the analogue halfway round to the left and hold it until you here a sound.

5. Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.

6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

Turbo Start

Tap A repeatedly when ready appears at the start.

Quicksand Valley

Get gold on courses 1 to 6.

Ninja Land

Get gold on silver mountain

Play as Ninja

Get gold on Ninja land

Silver Mountain

Get gold on Quicksand Valley

**SNOWBOARD KIDS****All characters, boards and courses**

From the start screen enter the analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

**STAR SOLDIER****Extra options**

Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

SPACE STATION: SILICON VALLEY**Alternate Introduction Sequence**

Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.

Asteroid Bonus Level

Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level selection.

Gold Evo

Collect all 390 metal orbs to turn Evo gold on the last level.

World Codes

Enter these codes on the level select screen to open the desired world.

Euro Eden

Up, Down, L, Z, Down, Up, Z, Down

Arctic Kingdom

Up, Down, Z, L, Down, C Right, Z, Down

Jungle Safari

Up, Down, L, Z, Down, C Left, Z, Down

Desert adventure

Up, Down, L, Z, Down, Left, Z, Down

Control Room

Up, Down, L, Z, Down, Right, Z, Down

SUPERMAN

Level Select

Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

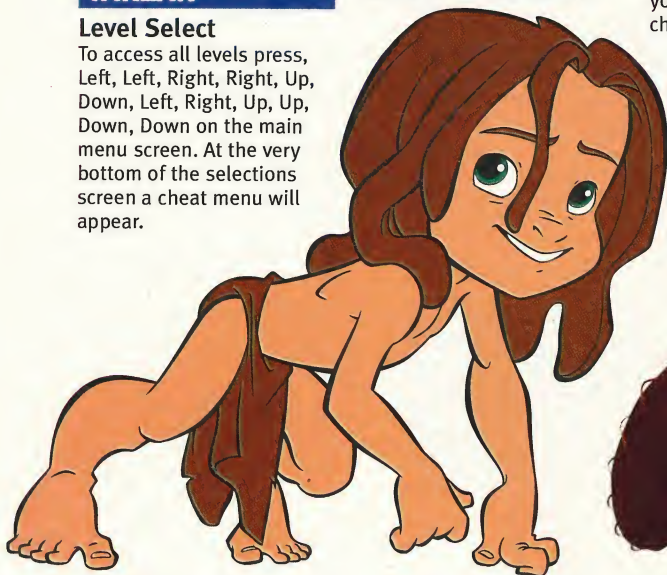
Become a Car

Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

TARZAN

Level Select

To access all levels press, Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.



TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.



TOP GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine.

Acid mode

During Play, push C Down, Z, B, Up, Up, Right.

All Tracks

When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.

Access all Cars

Enter the code and then go to Arcade mode to see the cars. A, Left, Left, C Down, A, Right, Z

Alternate Credits

On the options screen, select the credits icon and

Mirror Cars

Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine

Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course

Finish season six in first place in all races.

Change Car colours

Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Bonus Cars

Complete the following seasons to access displayed cars:

SEASON & CAR

2

Type CE

(Toyota Celica) & Type IP (Isuzu P)

3

Type M3

(BMW M3) & Type SP (Toyota Supra)

4

Type NS

(Nissan Skyline) & Type RS (Ford RS 200)

5

Type Ps

(Porsche 959) Mirror Milk Truck and Helmet Car

TOP GEAR OVERDRIVE

Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

Cheat Codes

Enter these codes by going to the main menu and pressing the Z button while lining up the cursor with the relevant (where championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

Alternate Credits

3, 3, 1, 2

Open all cars

4, 4, 2, 4, 3, 1, 1, 1, 2

Open Season 4

2, 1, 1, 4, 3, 3, 1

Open Season 5

3, 1, 4, 2, 2, 3, 1, 2, 4, 1

Open Season 6

4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3

TUROK

FULL CHEATS LIST

Enter the following in the cheat menu provided in the game

Gives Everything

NTHGTHDGCRTDTRK

Show enemies

NSTHMNDNT

Quake Mode

CLLHTNMTN

Vivid colours

LLTHCLRSFTHRN

Tiny enemies

ZDNCHN

Pen and Ink mode

DLKTCT

Disco mode

SNFFRR

Gallery mode

THBST

All weapons

CMGTSMGGTS

Infinite Ammo

BLTSRRFRND

Unlimited lives

FRTHSTHTTRLCK

Spirit mode



THSSLSCL

Credits
FDTHMGS**Robin Mode**
RBNSMTH**Fly mode**
LKMBRD**TUROK 2:
SEEDS OF EVIL**

All entered on cheat entry screen

Big Head mode
UBERNOODLE**Stick Mode**
HOLASTICKBOY**Tiny Mode**
PIPSQUEAK**Zach's Cheat**
AAHG00**Pen and Ink**
IGOTABFA**Gouraud mode**
WHATSATEXTUREMAP**Blackout mode**
LIGHTSOUT**Juan's Cheat**
HEERESJUAN**Ultimate Code**

BEWAREOBLIVIONISATHAND

**TWISTED EDGE
EXTREME
SNOWBOARDING****Hidden boarders**

Get an overall ranking of first place on each difficulty mode in competition mode.

Bonus Boards

Get first place in each race to get XXX6, Top Gear Rally and Midway Boards. Complete the stunt challenge mode to get the bucky board. Come first on all three courses in the first round of competition mode to get the flower board.

**Hidden G character**
First stunt challenge mode with more than 28,000 points and get a first place rating**Quick Start**

Press up twice right after the word go vanishes.

TETRISPHERE

Go to the new game option and press L, C, Right and C Down to bring up some weird characters

Lines game

Enter the name LINES.

Access all Levels

Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

New Music

Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

View Credits

Enter CREDITS

VIGILANTE 8

Enter all codes as passwords

All cars

GANGS_UNLOCKED

Y the alien

GIMMIE_DA_ALIEN

Same vehicles in multiplayer

MIX_MATCH_CARS

Missile Power up

MISSILE_ATTACK

Invincibility

LIVE_FOREVER

Quick Firing weapons

FIRE_NO_LIMITS

Low Gravity

A_MOON_GETAWAY

Slow motion mode

GO_REALLY_SLOW

Expert mode

I_AM_TOUGH_GUY

Level Select

LEVEL_SHORTCUT

View end sequences

LONG_SLIDESHOW

Ultra high

resolution mode
MAX_RESOLUTION**THE NEW TETRIS****CRAZY MODE**

Enter your name on the one player name entry screen as 2fast4u.

V-RALLY**Cheat Mode**

Push L and R, C Left, C Right, L and R on the press start screen. Press Start, hold Z and L on the mode selection screen until "Cheat Mode" appears.

**Master Mode**

Beat the game on the first three difficulty levels.

Twisted Mode

Beat the game in master mode.

Mirror mode

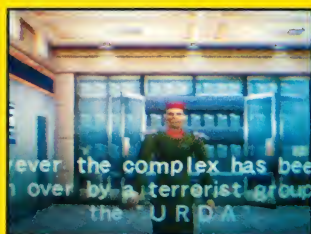
Beat the game in twisted mode. Boss Snowboard and Bob Come first overall in the mirror course

64 At the

Since last month we've actually spent quite a lot of our own, personal, 'not-getting-paid-for-this' time at our local Sega Park and we're now all totally hooked on *Dancing Stage Euromix* (which is looking like being one of the greatest games of all time!) However, we did manage to drag ourselves away to visit Sega Park Southampton where we tried our anti-terrorist skills out on *Crisis Zone* and got in a little practice driving an HGV in preparation for hijacking an oil tanker and returning petrol supplies to Bournemouth with *Eighteen Wheeler*! Oh... and we also arranged a rather nice competition, plus special vouchers for every reader!

Crisis Zone

We played this game a while back at the ATEI show but it's still new to many arcades. The third game in the *Crisis* series (following on from *Time Crisis* and *Time Crisis II*), *Crisis Zone* does away with the weedy pistol and gives you a rather meaty machinegun with which you have to defeat the evil terrorists, save the civilians and generally save the world. Where *Crisis Zone* really comes through though is in the action stakes – if you thought *Time Crisis II* was hectic, wait till you get a load of this! Makes your average Hollywood action movie look like a walk in the park!



Eighteen Wheeler American Pro Trucker

We have to admit that we weren't exactly dying to try this game out at first, after all, how much fun can driving an HGV be? Quite a lot, as it turns out. *Eighteen Wheeler* is a massive arcade cabinet designed like the cab of one of the huge American 'big rigs'. It puts you behind the wheel (literally) of said over-sized truck and challenges you to deliver goods across America against the clock and a psychopathic rival trucker. If you're used to arcade driving games, then this is going to shake you up as it handles totally differently to anything that's come before it and is so addictive it's scary. Take *Eighteen Wheeler* for a test drive today!



How To Find 'Em...

There are Sega Parks all over the country – check out this list for the one nearest to you!

SEGA PARK
Strykers Pleasure Bowl
River Drive
Tamworth
Staffs
01827 68448

PLANET SEGA
Queens Ice Bowl
155 Queens Court
Queensway
London
0207 229 0172/ Ex.5207

SEGA PARK
Hamleys Metropolis
189-196 Regent Street
London
0207 494 2000

SEGA PARK
Units 70-74
The Harvey Centre
Harlow
01279 425 741

SEGA PARK
Eastgate Shopping
Centre
Basildon
Essex
01268 293 207

SEGA DOME
Oriental Shopping City
Edgware Road
London
0208 200 5751

SEGA PARK
Bargate Shopping
Centre
East Bargate
Southampton
023 8022 5067

**THE LEISURE
EXCHANGE**
St Botolphs House
138-139 Houndsditch
London
0207 623 2782

SEGA PARK
Hilton Hotel
Westover Road
Bournemouth
Dorset
01202 316 396

SEGA PARK
88-96 High Road
Woodgreen
London
0208 888 3129

**THE LEISURE
EXCHANGE**
365 Station Road
Harrow
Middlesex
0208 863 7846

Classic Game: Daytona USA

Ah the fun of Indy Car racing! Say what you like about racing games, there are some that are fun and there are some that just aren't. *Daytona* is one which slots rather nicely into the former category and despite it's age, is still tremendous fun to play. This is one game which will be around forever!



COMPETITION!

Win A Freeplay Night For You And Four Friends!

Yes, in the 64 MAGAZINE tradition of giving our readers the coolest prizes we can think of, we've teamed up with Sega Park to give you lot the chance to win a rather groovy prize.

What you get is three hours of free play at the Sega Park of your choice for you and

four of your friends. That means you'll be able to finish all those games that you just haven't been



able to afford the credits for, or even just go mad trying every arcade machine on offer! Obviously not everyone can win this top prize so we've also got three runner-up prizes of £20 Sega Park gift certificates! To be in with a chance to win these top prizes simply answer the question below...

Question: Last issue we featured a fantastic dancing game which we reckon is gonna take the country – nay, the world – by storm. What is that game called?

A: Angela Rippon's Come Dancing
B: Dancing Stage Euromix

C: Boogie Woogie Showdown
D: Line Dancing Hitmix

Stick your answer on the back of a postcard together with your name and address and send it to: **Sega Park Rocks! Compo, 64 MAGAZINE, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS** to reach us no later than 2 November 2000.

TERMS AND CONDITIONS

- Winner must pre-book their special night out with the chosen store at least 48 hours in advance.
- Offer excludes fruit machines, cranes & pushers.
- Offer excludes Saturdays.



In Association with



Sega Park
Game Voucher
Buy One Game
Get One Free!

Terms & conditions
One voucher per person per day - Not valid Saturdays
Excludes fruits, cranes & pushers - Originals only, no photocopies



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not nintendo

If it's got nothing to do with Nintendo, chances are you'll find it on these four pages. This is the section of the magazine where we filter through the plethora of goodies hanging about in stores and pick out the ones we feel might be of some interest to you lot! This month you can peruse our selection of graphic novels, gaze in awe at the latest in remote control vehicle technology and get your hands on some rather smashing Kevin Spacey videos in yet another one of our marvellous competitions! Oh... and check out Whac-A-Mole – it's just mad!

Chicken Run Beanies

It was one of the few truly great films of this summer and if you can't get enough of those plasticine poultry pretties then these new beanie buddies should be right up your street!

All the best-loved movie characters are available, including, Ginger, Rocky and Bunty and they're just waiting for you to rescue them from that dreaded pie-making machine! OK, so we may be taking it a bit too far but you get what we are trying to say, which is, get your hands on them quick! Available from all good toy stores a variety of sizes. Prices start at £7.99 for the beanies and £12.99 for the soft toys!



Whac-A-Mole

Are you sick and tired of "the man" constantly getting you down? Well why not take out all that stress and anger on a bunch of taunting moles! Whac-A-Mole may be just a game (kinda like the ones you see at arcade centres) that allows you to bop the skulls of a number of moles with a big mallet, but it's also a fantastic stress management toy! How else can we explain the whole of the office grinding to a halt to form an orderly – if tense-looking – queue to play this game? Priced at just £29.99 from Vivid Imaginations this is a fantastic buy and recommended for all ages! Phone (01702) 200660 for stockists.



The Books Of Magic: The Burning Girl

As the weeks progress, this magazine seems to collect more and more graphic novels! Hooray, we shout, as it gives us the opportunity to sit back with a nice cup of coffee and skip off into fantasy land. In this, the latest of the Books Of Magic series, the

fantasy land in question happens to be the one called Faerie. Trapped in it is Timothy Hunter, a teenager destined to be the world's greatest mage who for the moment has enough problems just coping with girls! The book is littered with more odd creatures

than the whole series of Gormangast and a damn fine sense of humour keeps the whole thing entertaining. Check it out now from Titan books at a cost to you of £12.99



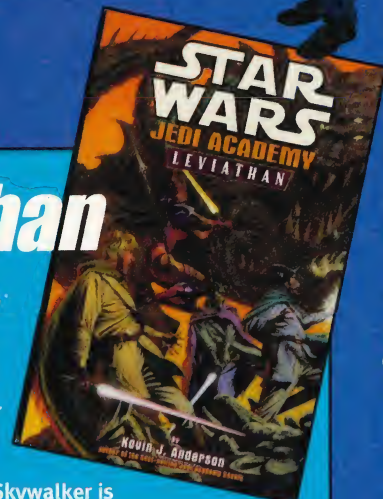
ndo!

NOT NINTENDO

64
MAGAZINE

Street Surfer Scooter

Like all modern trends, you either love them or hate them. Personally, we love them and we've lost count of the number of times someone in the office has shouted "Watch where you're (expletive deleted) going!" as we scooted around on this baby! If you've noticed that some makes of these are a little hard on the old wallet, then don't worry because selected New Look stores are now stocking this quality bargain-price scooter! Selling at only £59.99 there is now no excuse for you not to join the legion of other street scooter owners who currently cruise the city streets.



Britney Spears Musical Poster

What? A poster? That sings to you? With Britney Spears on it? It doesn't make sense! This strange (and depending who buys it), rather disturbing new cash-in on the princess of pop simply hangs from your dartboard, - sorry, wall - and stays there for you to look at. Yes, just like any other poster! What sets this one aside from all the rest though is that at the touch of a button it plays one of Britney's most popular hits! Golly, gosh, like... wow! There are six different designs to collect with pictures

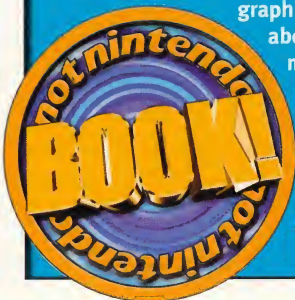


upon them that create naughty thoughts that linger in our heads... once again Vivid Imaginations are to blame and the posters are priced at £9.99. Ring (01702) 200660 for info!



Star Wars: Leviathan

Let's be frank, *Star Wars* is so huge that there are very few places in this galaxy you can go without seeing some dodgy merchandise like Obi Wan Soap-On-A-Rope or Princess Leia Home Pregnancy Test kits! Thankfully the graphic novels are not as painful as the above suggestions and actually offer new angles on the whole *Star Wars* mythology. In this latest offering from Titan Books, Luke Skywalker is continuing to search for more Jedi for his academy. This leads him to a mining excavation site that is about to unleash something rather unsavoury... the plot - as they say - thickens! *Star Wars: Leviathan* is priced at £10.99 and available now.



Three Kings



What do you mean you haven't seen this yet? There is no excuse for you *not* to have seen it! It's only one of the very best films of the last twelve months! Set just after the Gulf War, this movie follows disillusioned American soldiers George Clooney, Mark Wahlberg and Ice Cube as they discover a map leading to a stash of Kuwaiti gold that's been stolen by Saddam Hussain and decide: "We'll have that!" Inevitably though, because said GIs are only human with morals and all the other things that separate

us from the Animal kingdom, they change their mission plan when they stumble across a civil war that means more to them than gold. A crazy

mixed-up cross between the western, war and heist genres, *Three Kings* is a damn fine film. Available to buy on DVD (with a tank full of extras) and rent on video... now.



TRANSMETROPOLITAN

If *Star Wars* ain't your bag and you want something a little more adult, a little fruity, a little more – dare we say it – violent, then *Transmetropolitan* could very well be that spoonful of acid you are hunting for. Spider Jerusalem (our hero) is the journalist for the public, referred to politely as

'The New Scum', and he's on the electoral trail of two presidential candidates. Will the truth about these two be used to do the right thing? Let's hope not! This novel's not for kids, or anyone who thinks politics is a fair, cool and honest profession for that matter!

Proudly presented by Titan Books for the uncorrupted price of £10.99, it's out now.

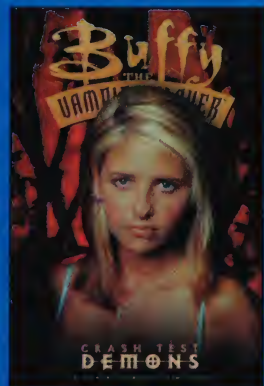


Buffy

the Vampire Slayer:
Crash Test Demons

To our knowledge, there are very few people on this planet who hate that TV series *Buffy the Vampire Slayer*. Maybe it is because the show doesn't take itself all that seriously, maybe it's something to do with all that ass-kicking, vampire-staking action, or maybe, just maybe, it's because Sarah Michelle

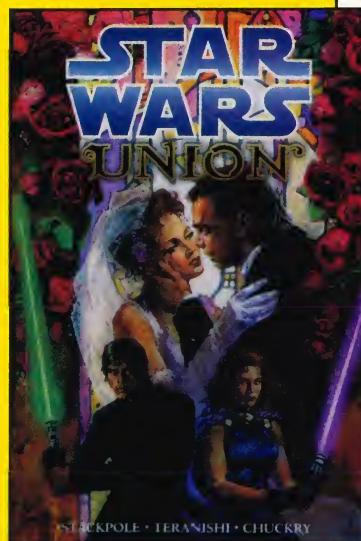
Gellar is in it and she is just lovely! Well if waiting those six days until she reappears on your TV sets is just too long to be without her then maybe this graphic novel will help ease the pain! *Crash Test Demons* pits Buffy against an



old foe, hell-bent on revenge (aren't they all?) and it all leads to some serious beastie-battling action! Available from Titan Books priced at £8.99 – bargain!

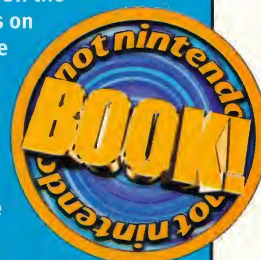
Star Wars: Union

It's quoted as being one of the most important chapters in the *Star Wars* legacy and so if you are the type of fan who really cares about that kind of thing then *Union* is the story for you. Luke Skywalker and one-time assistant to the dreaded Emperor Mara Jade are to wed and like all weddings there will be confetti, embarrassing moments, crying and light sabre battles! Yes, there could be a scrap or two before the wedding march plays as Imperial and Republic factions try to stop the wedding at all costs! What we care about more is whether or not Luke, on his honeymoon night, gets Mara alone and makes her "feel the force"! *Union* is from Titan books priced £10.99.



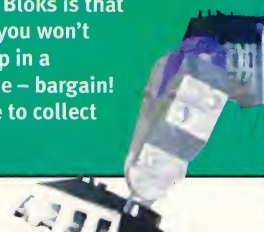
Spawn: Termination

Honestly, some people, all they seem to do is complain! All you seem to hear is "Oh the weather is awful", "My wife cheats on me with the milkman", "Oh no, I've sold my sole to the devil and now I'm immortal and can't be killed!" It's enough to make you want to be sick. Fine, so the only person we have ever heard say the last one is Spawn, the creation of one Mr Todd McFarlane, but it seems now that all that moaning about eternal damnation may soon be over. Is it possible, is this the end for Spawn? Find out in this latest chapter from Titan books, with a retail cost of £9.99 of your earth pounds!



Blok Bots

The best thing about building blocks is when – once you have spent hours upon hours building a hospital or small village with working fire station and town centre fountain – you can just take a fist to it and destroy everything you have created in one fell swoop. Tiny bricks fly across the bedroom and get lost forever and then all the remaining bricks are consigned to a big red bucket for a very long time! Possibly the best thing about Blok Bots from Mega Bloks is that once you have assembled the robot (with stickers and everything) you won't want to smash it up because it easily re-assembles into a spaceship in a Transformers-esque type-way! So that's two toys for the price of one – bargain! Especially at the price of £12.99. Four different robots are available to collect from any half-decent toy shop!

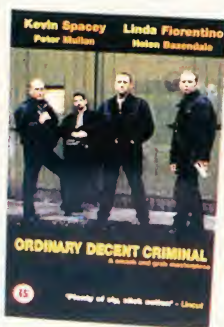


Competition

Ordinary Decent Criminal

Kevin Spacey. He's an Oscar winner, a great actor and an all-round nice guy and as it turns out, he is now an *Ordinary Decent Criminal*! In his latest release he plays an Irish gangster who enjoys his

of money! We've got five copies of the film on video, five on DVD and five Kevin Spacey boxsets which contain four of his bestest films ever to give away! The box set contains *LA Confidential*, *Midnight in*



job a bit too much and is always pushing his luck and getting some notoriety in the process. This surely must be a recipe for

disaster. If you want to find out if it is or not then you can buy this movie on video from all stores that sell that kind of thing for the extraordinarily decent price of £15.99!

Of course, you could buy it, but instead, how do you fancy chancing your arm and winning it to save yourself a bit

the *Garden Of Good and Evil*, *The Negotiator* and *Ordinary Decent Criminal*, all courtesy of those crazy guys and gals at ICON Home Entertainment. Now, some of these films have naughty words in them and possibly some nude ladies so the competition is only really open to those of you who have already celebrated your eighteenth birthday (sorry). We'll be picking 15 winners from out of the hat and the first five will receive the box set, the next five get a copy of the DVD and the last five nab themselves *ODC* on video. So what are you waiting for? Oh that's right: the question. Here it is:

We all know that Mr Spacey won an Academy Award for his role in *American Beauty*, but who was its award-winning director?

- A) Yosemite Sam
- B) Sam Mendes
- C) Charlie Dimmock

If you think you know, then slap the answer down on a postcard and send with your name, age and address to:

No Ordinary Decent Give Away, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS. All entries should arrive by 2 November 2000 otherwise... tough nuts!



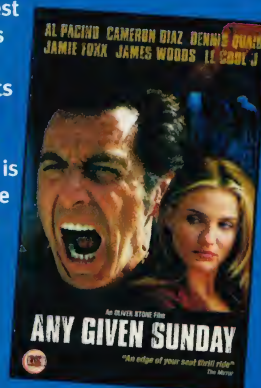
TMX RC Dragonfly

Older remote control cars used to be loads of fun with fast speeds and sharp turns but that was providing you had a large flat area to race them on. If one of those vehicles hit a curb or a stone then, guaranteed, it ended up flipping over like a pancake in a frying pan and you'd then have to run right over to it and flip it back onto its wheels. But not any more! The new radio-controlled Dragonfly wouldn't fall over if you got it drunk and pushed it off a cliff! With its special X-wing design you can flip it, spin it, make it walk on its tail and race it to hell and back. Buy one and show off in front of your dad against his old replica of a Ford Escort! Available from those nice chaps at Vivid Imaginations at the tasty price of £69.99. Call 01702 200660 for stockists.



Any Given Sunday

It boasts an impressive cast, it's helmed by a critically acclaimed director and it's garnered some of the best reviews of this year – it's just a pity the plot concerns the ins and outs of an American Football Team! Still don't let that put you off because this is a right cracker of a movie that proves Oliver Stone didn't kick his career totally in the butt by making *Natural Born Killers*. Starring Al Pacino, Cameron Diaz, James Woods and Dennis Quaid, *Any Given Sunday* really is something you might want to grab as soon as you can and then tell everyone else how good it is. You then officially have the right to look smug! Straight from the Warner Brothers lot, you can rent this baby on video and DVD from the 27 November, rated 15. If you *really* like it, the film is also out to buy on DVD in a special two-disc set packed with extras – released on the same day!



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NINDEX

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, allowing you to compare different games at a glance.

If you want to get the low-down on any N64 game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month, and every issue we'll be re-evaluating games from past issues to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLE Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

STRATEGY/SIMULATION Games that test your brain rather than your reflexes

90% AND ABOVE

If a game gets a 64 Sizzler then it's a game that's well worth buying.

95% AND ABOVE

The Gold Medal Award only goes to those few games that you absolutely *must* own!



OUR TOP TEN!

93

1: PERFECT DARK



2: STARCRAFT 64



3: GOLDENEYE



4: ZELDA



5: WORMS



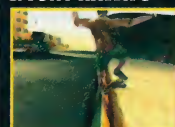
6: MARIO TENNIS



7: RIDGE RACER 64



8: TONY HAWK'S







9: ISS '98



10: RAINBOW SIX



Game Name	Company	   	Issue	Score	Comment	
1080° Snowboarding	Nintendo	1-2	<div><div></div><div></div><div></div><div></div></div>	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	<div><div></div><div></div><div></div><div></div></div>	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	<div><div></div><div></div><div></div><div></div></div>	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2	<div><div></div><div></div><div></div><div></div></div>	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	<div><div></div><div></div><div></div><div></div></div>	15	40%	Slow and unplayable <i>Wipeout</i> rip-off.
Airboarder	Human	1-2	<div><div></div><div></div><div></div><div></div></div>	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4	<div><div></div><div></div><div></div><div></div></div>	24	70%	Not entirely successful 'real' tennis game.
Armormines: Project Swarm	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	34	81%	<i>Turok</i> -based alien blaster – good but slightly outdated.
Army Men: Sarge's Heroes	3DO	1-4	<div><div></div><div></div><div></div><div></div></div>	35	74%	Decent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4	<div><div></div><div></div><div></div><div></div></div>	36	42%	Hard-to-play and unnecessary <i>Asteroids</i> update.
Augusta Masters '98	T&E Soft	1-4	<div><div></div><div></div><div></div><div></div></div>	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	<div><div></div><div></div><div></div><div></div></div>	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1	<div><div></div><div></div><div></div><div></div></div>	16	90%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2	<div><div></div><div></div><div></div><div></div></div>	36	84%	Surprisingly playable fishing game.
BattleTanx	3DO	1-4	<div><div></div><div></div><div></div><div></div></div>	26	78%	Doesn't look like much, but it's a good multiplayer blast!
BattleTanx: Global Assault	3DO	1-4	<div><div></div><div></div><div></div><div></div></div>	37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	<div><div></div><div></div><div></div><div></div></div>	37	69%	Graphically disappointing but fun shooter with a mixing of strategy.
Beetle Adventure Racing	EA	1-4	<div><div></div><div></div><div></div><div></div></div>	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	<div><div></div><div></div><div></div><div></div></div>	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	<div><div></div><div></div><div></div><div></div></div>	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Blues Brothers 2000	Virgin	1-2	<div><div></div><div></div><div></div><div></div></div>	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlin	1	<div><div></div><div></div><div></div><div></div></div>	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	<div><div></div><div></div><div></div><div></div></div>	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1	<div><div></div><div></div><div></div><div></div></div>	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	<div><div></div><div></div><div></div><div></div></div>	12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2	<div><div></div><div></div><div></div><div></div></div>	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	<div><div></div><div></div><div></div><div></div></div>	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	22	90%	As <i>BAM2</i> , but now for four players!
California Speed	Midway	1-2	<div><div></div><div></div><div></div><div></div></div>	26	45%	Tragically bad sequel to <i>Cruis'n USA</i> and <i>World</i> .
Carmageddon 64	SCI	1-2	<div><div></div><div></div><div></div><div></div></div>	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	1	<div><div></div><div></div><div></div><div></div></div>	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	<div><div></div><div></div><div></div><div></div></div>	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4	<div><div></div><div></div><div></div><div></div></div>	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	<div><div></div><div></div><div></div><div></div></div>	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4	<div><div></div><div></div><div></div><div></div></div>	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	34	69%	<i>South Park</i> version of <i>Mario Party</i> – more a renter than a buyer.
Chopper Attack	GT Interactive	1	<div><div></div><div></div><div></div><div></div></div>	18	70%	Plodding <i>Desert Strike</i> -style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2	<div><div></div><div></div><div></div><div></div></div>	8	8%	The second-worst game on the N64 after <i>Carmageddon</i> !
Command & Conquer	Nintendo	1	<div><div></div><div></div><div></div><div></div></div>	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2	<div><div></div><div></div><div></div><div></div></div>	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4	<div><div></div><div></div><div></div><div></div></div>	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	<div><div></div><div></div><div></div><div></div></div>	37	83%	A fun little golf game with some nice features!
Daikatana	Kemco	1-4	<div><div></div><div></div><div></div><div></div></div>	38	84%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2	<div><div></div><div></div><div></div><div></div></div>	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	<div><div></div><div></div><div></div><div></div></div>	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	<div><div></div><div></div><div></div><div></div></div>	7	84%	Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4	<div><div></div><div></div><div></div><div></div></div>	34	93%	Huge platform adventure that's like <i>Banjo</i> , only more so.
Doom 64	GT Interactive	1	<div><div></div><div></div><div></div><div></div></div>	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1	<div><div></div><div></div><div></div><div></div></div>	3	30%	Snoozesome Japanese <i>Mario</i> clone for kids.
Dual Heroes	Hudson	2	<div><div></div><div></div><div></div><div></div></div>	9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4	<div><div></div><div></div><div></div><div></div></div>	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	<div><div></div><div></div><div></div><div></div></div>	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	<div><div></div><div></div><div></div><div></div></div>	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	37	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard
EPGA Tour Golf	Infogrames	1-4	<div><div></div><div></div><div></div><div></div></div>	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4	<div><div></div><div></div><div></div><div></div></div>	41	94%	Motorcycle racing has never been so good!

64 TOP SHOOT-EM-UPS



- 1 Perfect Dark 99%
- 2 Goldeneye 95%
- 3 Quake II 93%
- 4 Vigilante 8: Second Offense 92%
- 5 Turok 3 Shadow of Oblivion 92%

64 TOP FIGHTING GAMES



- 1 WWF Wrestlemania 2000 93%
- 2 Super Smash Bros 87%
- 3 WWF Warzone 86%
- 4 Mortal Kombat 4 86%
- 5 Kena: Warrior Princess 85%



TEST OF TIME

We've gone back quite a way this month to issue 8 – when 64 Magazine was not yet a year old and *Goldeneye* had barely arrived. How do the games of then stand up to the games of now?

Game Name	Company	Issue	Score	Comment
Extreme G	Acclaim	1-4	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	89%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	80%	One of the better N64 fighters.
Fighter's Destiny 2	Southpeak Interactive	1-4	78%	Above average beat-'em-up offering nothing new over the original
Fighting Force 64	Crave	2	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	62%	Jerky, mediocre game with a fighter creation mode.
Gauntlet Legends	Midway	1-4	82%	Worthy update of the arcade classic, with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1	84%	Farming fun with this mad RPG – and it's pretty good!
Hercules	Titus	1	80%	Fairly challenging adventure with a few flaws and some nice scenery.
Hexen	GT Interactive	1-4	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	83%	Odd mix of racer and platformer that's quite good fun.
Indy Racing 2000	1-2		79%	Incredibly fast racing game which is, sadly, slightly flawed.
In-Fisherman Bass Hunter 64	Take 2	1-2	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 2000	Konami	1-4	90%	Fantastic footie fun but not really any better than ISS '98.
ISS 64	Konami	1-4	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4	95%	The best football game ever. Fact!!



Automobili Lamborghini

THE Games • £54.99
Original Rating: 80%
 This bizarrely-named racing game impressed as fairly well the first time round and it's still quite good fun to play. When you compare it to something like *Ridge Racer 64* though it just can't hold its own and so the score inevitably has to drop a little.

Score:

68%



Puyo Puyo Sun 64

Compile • £69.99
Original Rating: 87%
 This incredibly simple and yet incredibly addictive arcade puzzle game had us totally hooked when it first appeared way back in issue 8. And do you know what? It still has us hooked! If anything it just gets more addictive the more you play it and so we reckon the score deserves to go up! A 'Test Of Time' first!

Score:

89%



Clayfighter 63 1/3

Interplay • £69.99
Original Rating: 13%
 Titles like *Superman* and *Carnageddon 64* have proven that it is possible to do worse than this game and we feel it's been criticised enough. Don't get us wrong – it's still rubbish, as the adjusted score below indicates, however now it's not alone and so we feel that enough has been said... after all, games have feelings too you know!

Score:

8%

Game Name	Company	Icons	Issue	Score	Comment
Jeremy McGrath Supercross 2000	Acclaim	1-4 ● ● ● ●	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4 ●	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4 ●	8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4 ● ●	31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4 ● ● ●	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4 ● ● ●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4 ● ● ● ●	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2 ● ● ●	3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4 ● ● ● ●	40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4 ● ● ● ●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2 ● ● ● ●	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1 ● ● ● ● ●	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1 ● ● ● ● ●	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4 ● ● ● ● ●	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4 ● ● ● ● ●	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4 ● ● ● ● ●	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2 ● ● ● ● ●	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4 ● ● ● ● ●	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2 ● ● ● ● ●	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4 ● ● ● ● ●	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4 ● ● ● ● ●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4 ● ● ● ● ●	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4 ● ● ● ● ●	37	81%	More of the same, so if you liked the original...
Mario Tennis	Nintendo	1-4 ● ● ● ● ●	44	92%	Top tennis action from Mario and his crazy mates!
Michael Owen's WLS 2000	THQ	4 ● ● ● ● ●	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8 ● ● ● ● ●	23	90%	Superb eight-player (yes, eight!) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2 ● ● ● ● ●	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4 ● ● ● ● ●	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1 ● ● ● ● ●	7	82%	Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1 ● ● ● ● ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 ● ● ● ● ●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4 ● ● ● ● ●	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2 ● ● ● ● ●	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ● ● ● ● ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ● ● ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ● ● ● ● ●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 ● ● ● ● ●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2 ● ● ● ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ● ● ● ● ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ● ● ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ● ● ● ● ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4 ● ● ● ● ●	39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4 ● ● ● ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4 ● ● ● ● ●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4 ● ● ● ● ●	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4 ● ● ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ● ● ● ●	27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4 ● ● ● ● ●	42	78%	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2 ● ● ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ● ● ●	21	89%	Updated and improved version of NFL QBC '98.
NHL Quarterback Club 2000	Acclaim	1-4 ● ● ● ● ●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4 ● ● ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ● ● ●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1 ● ● ● ● ●	24	55%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1 ● ● ● ● ●	42	80%	Fun shoot-'em-up that looks a little dated now.

64 TOP ADVENTURE GAMES



- 1 *Zelda* 96%
- 2 *Resident Evil 2* 94%
- 3 *Silicon Valley* 87%
- 4 *Castlevania 2* 86%
- 5 *Castlevania* 85%

64 TOP PLATFORM GAMES



- 1 *Rayman 2* 94%
- 2 *Donkey Kong 64* 93%
- 3 *Super Mario 64* 92%
- 4 *Rocket Robot On Wheels* 91%
- 5 *Shadow Man* 90%

64 TOP 4-PLAYER GAMES



- 1 *Perfect Dark* 98%
- 2 *Goldeneye* 95%
- 3 *ISS 98* 95%
- 4 *Worms: Armageddon* 91%
- 5 *Shadow Man* 90%

64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 Ridge Racer 64 91%
- 3 Micro Machines Turbo 64 90%
- 4 F-Zero X 90%
- 5 F-1 World Grand Prix II 90%

64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 Tony Hawk's Skateboarding 94%
- 3 ISS 64 93%
- 4 Mario Tennis 93%
- 5 Michael Owen's WLS 2000 92%

Game Name	Company	Icons	Issue	Score	Comment
Off-Road Challenge	GT Interactive	1-2 ● ● ● ●	17	27%	Based on <i>Cruis'n USA</i> , and nearly as bad!
Ogre Battle 64	Nintendo	1 ● ● ● ●	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4 ● ● ● ●	12	70%	Tepid reworking of <i>Wayne Gretzky</i> with Olympic teams.
Paperboy	Midway	1 ● ● ● ●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4 ● ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4 ● ● ● ●	41	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1 ● ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1 ● ● ● ●	32	88%	Strange but compelling photo-safari game.
Pokémon Stadium	Nintendo	1-4 ● ● ● ●	39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
Premier Manager 64	Gremlin	4 ● ● ● ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2 ● ● ● ●	8	89%	Simple but horribly addictive <i>Tetris</i> -style puzzler.
Puzzle Dama	Konami	1-4 ● ● ● ●	16	80%	Similar to <i>Puyo Puyo</i> , but not quite as good.
Quake	GT Interactive	1-2 ● ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ● ●	25	87%	Easier to get into than <i>F-1 WGP</i> , and nearly as good.
Rainbow Six	Take 2	1-2 ● ● ● ●	34	90%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2 ● ● ● ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ● ●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ● ●	13	38%	Boring conversion of a dull old arcade game.
Rat Attack	Mindscape	1-4 ● ● ● ●	42	82%	Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1 ● ● ● ●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2 ● ● ● ●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1 ● ● ● ●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4 ● ● ● ●	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4 ● ● ● ●	38	91%	The best version of <i>Ridge Racer</i> so far and the hottest racing game on the N64!
Road Rash 64	THQ	1-4 ● ● ● ●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4 ● ● ● ●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2 ● ● ● ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1 ● ● ● ●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4 ● ● ● ●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ● ●	22	80%	<i>SF Rush</i> sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ● ● ● ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ●	30	90%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1 ● ● ● ●	7	58%	Duff <i>Star Wars</i> tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1 ● ● ● ●	12	60%	Japanese text-filled version of the old PC game.

64 MAGAZINE'S MOST WANTED!



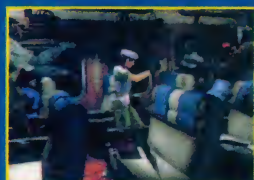
Donald Duck

This game is looking better and better every single time we see it and we're starting to positively salivate with anticipation! If Ubi Soft's *Rayman* was anything to go by (and this one uses that engine) then you can safely expect big things from this!



Conker's Bad Fur Day

Another victim of release schedule juggling – will we really ever get to play a game which combines cutesy animals with swearing and over-the-top carnage. Let's just keep our fingers crossed!



Resident Evil Zero

Will it, won't it? That's the question on everybody's lips this month. We really hope it will make the N64 but then if it does get bumped onto the Game Cube then at least it'll look fantastic!



Zelda: Majora's Mask

We've had the Japanese version in the office already. Now we want to get our hands on the English-language incarnation! Bring it on!



Starcraft 64

Still waiting for the UK release of this incredibly addictive arcade strategy game which has moved back to next year! It's all very frustrating because we had to give the import copy that we had in the office back to the supplier! Definitely worth the wait though.

Game Name	Company	Icons	Issue	Score	Comment
Snowboard Kids	THE Games	1-4 ● ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4 ● ● ● ●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4 ● ● ● ●	23	64%	Illy fast-buck licence based on the <i>Turok 2</i> game engine.
South Park Rally	Acclaim	1-4 ● ● ● ●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1 ● ● ● ●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starcraft 64	Nintendo	1-2 ● ● ● ●	42	95%	The ultimate in real-time strategy games!
Starshot: Space Circus Fever	Infogrames	1 ● ● ● ●	25	42%	Nasty <i>Banjo-Kazooie</i> type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1 ● ● ● ●	17	65%	Poor attempt to do an <i>R-Type/Axelay</i> shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1 ● ● ● ●	23	90%	Superb <i>Star Wars</i> combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2 ● ● ● ●	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2 ● ● ● ●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4 ● ● ● ●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1 ● ● ● ●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2 ● ● ● ●	20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4 ● ● ● ●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4 ● ● ● ●	11	66%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1 ● ● ● ●	39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1 ● ● ● ●	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2 ● ● ● ●	10	70%	Interesting but not entirely perfect attempt to move <i>Tetris</i> into 3D.
TGR 2	Kemco	1-4 ● ● ● ●	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4 ● ● ● ●	32	80%	Yet another <i>Tetris</i> update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1 ● ● ● ●	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2 ● ● ● ●	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4 ● ● ● ●	22	65%	Lame follow-up to the much better <i>Top Gear Rally</i> .
Top Gear Rally	THE Games	1-2 ● ● ● ●	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1 ● ● ● ●	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4 ● ● ● ●	21	85%	Bloodthirsty and over-large game in the <i>Doom</i> mould.
Turok: Dinosaur Hunter	Acclaim	1 ● ● ● ●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4 ● ● ● ●	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Turok 3	Acclaim	1-4 ● ● ● ●	44	92%	Top-class first-person shoot-'em-up action!
Twisted Edge Snowboarding	THE Games	1-2 ● ● ● ●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2 ● ● ● ●	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4 ● ● ● ●	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4 ● ● ● ●	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2 ● ● ● ●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4 ● ● ● ●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4 ● ● ● ●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2 ● ● ● ●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2 ● ● ● ●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3D Hockey	GT Interactive	1-4 ● ● ● ●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3D Hockey '98	GT Interactive	1-4 ● ● ● ●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4 ● ● ● ●	9	83%	Good multiplayer game, outdone by <i>WWF Warzone</i> .
WCW Vs NWO Revenge	THQ	1-4 ● ● ● ●	20	85%	Update of <i>WCW Vs NWO World Tour</i> ; slightly better.
WCW Nitro	THQ	1-4 ● ● ● ●	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2 ● ● ● ●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3 ● ● ● ●	10	30%	Pathetic, <i>Jenny Powell</i> -free US version.
Winback: Covert Operations	Virgin	1-4 ● ● ● ●	38	86%	Top <i>Metal Gear Solid</i> -style action with an unfortunate camera.
Wipeout 64	Midway	1-4 ● ● ● ●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4 ● ● ● ●	14	86%	Yet another update of <i>FIFA</i> .
World Driver Championship	Midway	2 ● ● ● ●	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4 ● ● ● ●	9	86%	Japanese version of <i>ISS 64</i> .
Worms: Armageddon	Infogrames	1-4 ● ● ● ●	33	94%	Simple but fantastically playable invertebrate combat.
WCW Mayhem	EA	1-4 ● ● ● ●	34	74%	Feeble crack at a wrestling game.
WWF Attitude	Acclaim	1-4 ● ● ● ●	30	87%	Takes <i>Warzone's</i> place as the best wrestling game.
WWF Warzone	Acclaim	1-4 ● ● ● ●	17	86%	Decent wrestler, now superseded by <i>WWF Attitude</i> .
WWF Wrestlemania 2000	THQ	1-4 ● ● ● ●	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4 ● ● ● ●	20	70%	Sequel to <i>Extreme G</i> , but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4 ● ● ● ●	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1 ● ● ● ●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP

PARTY/PUZZLE



- 1 *Bust-A-Move 2* 91%
- 2 *Bust-A-Move 3DX* 90%
- 3 *Puyo Puyo Sun 64* 87%
- 4 *Wetrix* 86%
- 5 *Lode Runner* 82%

64 TOP

STRATEGY SIMULATION GAMES



- 1 *Starcraft 64* 95%
- 2 *Command & Conquer Premier* 90%
- 3 *Manager 64* 85%
- 4 *Blast Corps* 80%
- 5 *Ogre Battle 64* 77%

64 TOP

BAD GAMES



- 1 *Carnageddon* 0%
- 2 *Clayfighter* 8%
- 3 *The Glory Of St Andrews* 10%
- 4 *Superman* 14%
- 5 *Waialae Country Club* 15%

64 NEXT ISSUE

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Keep your eyes peeled next month for one of the best competitions ever seen in 64 MAGAZINE! (Even better than the ones in this issue!)

Next Month: The Ubi Soft issue!
Well, okay... so it's not really the Ubi Soft issue – we'll be covering other people's games as well, but we are going to be reviewing a ton of Ubi Soft titles, including... Batman of the Future, Tom and Jerry: Fists Of Furry and of course the gorgeous-looking Donald Duck on the N64, plus Game Boy Color titles Donald Duck, Tom and Jerry, The Jungle Book and two Batman games!

PLUS!

Legend Of Zelda: Majora's Mask, Banjo-Tooie, Indiana Jones and the Infernal Machine, Rush 2049, Ready 2 Rumble Boxing: Round 2, The World Is Not Enough, Conker's Bad Fur Day and all the latest on the GameCube and the Game Boy Advance!

Issue 46 of Britain's best N64 magazine: comin' at ya on 2 November – miss it and miss out!

64
MAGAZINE

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Make sure you don't miss out on a single issue of the only choice for N64 gamers by reserving your copy every month at your friendly local newsagent!

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Ninfo!

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Dead Pool: Rain; Noisy neighbours; Petrol crisis; Oven chips; Tootle Frooties not tasting like they used to; Striking farmers; Striking truckers; Tony Blair; Taxes; Hangovers.

ABC PPA

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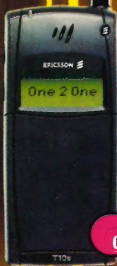
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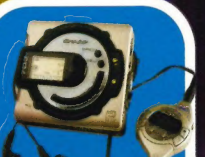
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